

## EXPERIENCE

### UI, UX Designer Intern

Easy Time LLC.

Nov. 2020 - Present (expected to finish Jan. 2021)

- Worked with a team to build and publish a game from ideation to launch and operation.
- Designed UI and UX flow of the game in Reworld Engine

### Website Redesign

Ready and Relevant

Nov. 2020 - Present

- Collaborated with fellow UX designers & researchers to redesign a non-profit website
- Participated in process from onboarding to finish

### Research Assistant

University of Washington, Seattle

Sept. 2016 - May 2018

- Recorded data, analyzed test results, and kept meticulous reports of data for presentations
- Collaborated with multidisciplinary specialists to research and maintain communication of data
- Streamlined tasks in effort to provide easier and more efficient workflows for peers and colleagues

### Group Leader & Administrative Leader

Community Church of Seattle

June. 2016 - Present

- Facilitated groups of 10-12 students by providing effective curriculum, group activities, and fellowship experiences
- Supported and led 100+ student outreach events by coordinating training, multimedia visual aids, and administrative responsibilities
- Prepared detailed communication threads, scheduling, and collaboration forums for other group and administrative leaders

### Barista & Cashier

Espresso Caffé Dior

Jan. 2019 - Mar. 2020

- Assisted in a fast-paced environment by overseeing large waves of customers and inventory needs while maintaining a high level of customer service

## EDUCATION

### User- Centered Design Certificate

Lake Washington  
Institute of Technology  
Apr. 2019 - June 2020

### B.S. Biology

University of  
Washington, Seattle  
Sept. 2014 - June 2018

## SKILLS

UX Design  
UX Research  
Detail-oriented  
Works well in teams  
Organized  
Leadership  
Effective  
Communication  
Empathetic

## TOOLS

Figma  
Adobe Illustrator\*