CONTACT

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SKILLS EDUCATION

UI/UX

University of Colorado at Boulder

Interaction design

M.S. Creative Technologies and Design | GPA: 4.0

User Interviews

User Testing

B.S. Technology, Arts and Media | GPA: 3.9

Expected May 2020

May 2018

Interactive Prototyping

EXPERIENCE

August 2018 - Present

Wireframes

Motion graphics **National Institute of Standards and Technology**

UX Engineer

Tools

InVision

Professional Research Experience Program Graduate Fellow

Adobe Creative Suite Sketch

- Strategized and consulted with game developers and engineers to develop UI design system and user experience design methodology approach for multiple augmented and virtual reality based public safety products
- Directed research and design through prototyping, usability testing and highfidelity mockup to validate design concepts

Development

HTML5 & CSS3

JavaScript

iOS-Swift

Android-Java

Flutter

Front End Development Fellow

May 2014 - August 2018

National Institute of Standards and Technology

Professional Research Experience Program Undergraduate Fellow

- Designed and developed a kiosk-based web application for Consumer Electronic Show exhibition, annual stakeholder meeting and in-house tours
- Conducted research, developed design requirements and usability tests with 20+ stakeholders to produce user-centric product.

ACHIEVEMENTS

Grace Hopper Scholar '19 Startup Summer-First place **Emerging Leader Scholarship Recipient**

Hackathon Director

August 2018-Present

T9Hacks Hackathon

Directed a team of six to organize and host annual spring hackathon for 120+ participants

LEADERSHIP

Theta Tau Treasurer Alpha Phi Treasurer Panhellenic VP of Marketing Clara's Circle National Executive Board

Teaching Assistant

January 2018-May 2018

University of Colorado Boulder

Lectured and facilitated class of 40+ students in weekly coding exercises in HTML5, CSS, JavaScript