

Education:

Cornell University

Graduation: May 2022

Major: Information Science

Concentrations: User Experience (UX);

Interactive Technologies

Relevant Coursework

Completed: Digital Product Design, iOS

Development, Data Science, Python

In-Progress: Human-Computer Interaction,

Communication/Teams & Technology,

Design & Programming for the Web

Experience:

Empower/ UX Designer June 2020 -Present

Designed websites for multiple businesses to

maximize user experience, integrate

appealing UI, and portray each company's

mission statement.

Projects:

YouTube Playlists Jan 2020 - May 2020

Analyzed user needs, conducted user

research, designed, wireframed, and

prototyped a feature allowing users to share

videos with friends.

Eatery Reviews June 2020 - August 2020

Assessed user demands, conducted research,

wireframed, and prototyped a feature

allowing users to share and view feedback

regarding Cornell University's dining halls.

Cash App Tracker June 2020 - August 2020

Directed user research, designed,

wireframed, and prototyped a feature

allowing users to manage their spending.

Skills:

Design:

Proficient: UX/UI Design, Figma, Adobe

XD, Wireframing, User Empathy, User

Research, Prototyping

Currently Learning: Sketch, Adobe

Photoshop, Adobe Illustrator, Adobe After

Effects

Programming:

HTML, CSS , Bootstrap, Javascript, jQuery,

Node.js, Express.js, Python

Activities:

WICC (Women in Computing at Cornell)

URMC (Underrepresented Minorities in

Computing)

ACM-W (Association for Computing

Machinery)

JAM (Just About Music)

Cornell Tradition