



Digital Product Designer

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## Experience

### Microsoft

San Francisco, CA  
Jun '21 - Aug '21

### UX Design Intern

Owned end-to-end designs of admin controls, onboarding flows, and mobile architecture for 2 M365-wide features. Worked with design, engineering, PM, copywriting and research teams.

### Friendly Studio

Remote  
Feb '21 - Jun '21

### Product Designer

Spearheaded complete overhaul of BallerTV's web and mobile designs to reach 5 million+ youth athletes. Collaborated with front-end engineers, strategists, and designers.

### Instrument

Remote  
Oct '21 - Nov '21

### Junior Product Designer

Collaborated with PMs, designers, and copywriters to design an Apple Watch heart rate monitor feature for Nike's Run Club mobile application, reaching 50 million+ users.

### UCLA HCI Lab

Los Angeles, CA  
Dec '21 - Jan '21

### UX Researcher

Led user and field research studies to rapidly prototype and develop an AI-assisted CBT journal and a data visualization tool for visually impaired users. (CHI 2021, UIST 2020)

### VISIONS Mag

Providence, RI  
Sep '19 - Apr '21

### Web Designer

Designed website for VISIONS Magazine, a joint Brown-RISD literary publication that celebrates Asian-American and Pacific Islander identities.

## Education

### Brown University

B.A. Human-Centered Design  
Major GPA: 4.0  
Expected grad. May 2022

## Leadership

### Design@Brown

#### Founder and President

Apr '21 - Present

Founded and led Brown's first UX Design student group. Recruited executive board, worked with faculty and student government.

### ShelterTech

#### Product Manager

Dec '20 - Present

Strategized with research, design, and dev teams to develop the SF Service Guide, a city-funded online directory of human services in San Francisco.

## Toolbox

Wireframing  
Interface design  
Interaction design  
Visual design

User research  
Product strategy  
Usability testing  
Storytelling

Adobe Suite, Figma,  
Sketch, Principle, InVision,  
Maya, HTML/CSS, Java,  
JavaScript, React, Python