

Work

- Spotify

Product Design Intern · 06.2021—08.2021

Crafted components & patterns for the Encore Web design system.
Focus on l10n, a11y, documentation, prototyping, & systems design.
- Kumu

Product & Design Intern · 10.2020—

Designed clipping from livestreams, livestream editor, & 3D hangout UI.
Leading redesign of profile, economy, & progression systems.
- Works of Heart

Design Intern · 7.2020—10.2020

Research, content, and design for social impact. Co-created visual web novel. Wrote and designed modules for the Martial Law Museum.
- Teleport

Product Design Intern—Product Designer · 05.2020—10.2021

Co-designed iOS experience with senior designer. Led end-to-end design of website, customer exprience, marketing, and social areas.

Education

Yale University · Expected 05.2022
B.A. Computer Science & Art

Fellowships, Awards, Speaking

- 2021
- UX+ Conference Speaker
(Largest UX+ Conference in Asia),
Processing Foundation Fellow,
QBO Community Fellow,
- 2020
- Adobe Design Circle Scholar,
Palantir Women in Tech Scholar,
UXPH Conference Speaker
- 2019 & older
- Grace Hopper Conf Speaker,
Grace Hopper Australia Speaker,
Microsoft Imagine Cup 3rd Place

Older Work

Rappler, Yale Helix, Edukasyon.ph, etc.

Communities

- Developh ↗

Founder · 2016—

Community for mission-driven Filipino technologists. Engage 200K+ through programming annually, scaled organization to 2K members. Organize 60+ events & programs yearly, teach regular workshops. Lead development of campaigns & resources with 5M+ in total reach.
- Khaenri'ah Lore Project

Founder & Executive Director · 2021—

Genshin Impact's largest lore community. Scaled to 3K Discord, 11K followers, 150K+ sessions in <4 months organically. Develop design system, website, bots, and databases. Edited 50K+ words of content.
- User Experience Society at Yale

Founder & President · 2019—

Founded Yale's undergraduate design organization & consultancy. Design education for 40+ students. Serving 10+ clients per semester.
- Yale Women's Center

Founder & President · 2019—2021

Manage projects & events for 6,000+ constituents in New Haven, CT. Lead communications & co-design for 20+ resident organizations.

Tooling & Interests

- Design
- Figma, Photoshop, Sketch, Framer, XD
- Code
- HTML/CSS, JS/TypeScript, Vue, p5.js, SwiftUI. Prototyping in code.
- Between
- Product strategy, no code, Amplitude, Notion, CleverTap, Linear, basic SQL
- Research Interests
- Worldbuilding, speculative & systems design, organizational development

Selected Projects

- Philippine.design ↗

Archiving design history.
- Writing ↗

300,000+ reads on chias.blog.
- lboto.ph (Vote.ph) ↗

3M+ engaged. Led team of 25 to develop website & campaign in <3 weeks.
- Game Development

20,000+ plays on net art games.
- Technology.ph ↗

Writing & editing critical essays & newsletter for 2.5K+ subscribers.
- The Punishing ↗

Interactive essay on the shape of the internet and digital extremism.