

Work

Spotify

Product Design Intern · 06.2021—08.2021

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

Kumu

Product & Design Intern · 10.2020—

Leading redesign of profile, economy/rewards & progression systems. Sole designer of minigame released to 100K streamers & 2M viewers monthly. Designed short video features for 500K MAU. Made fundraising deck for 10+ VC leads resulting in \$15M Series B.

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 experience, marketing, and social areas.

Older Work

Rappler, Yale Helix, Edukasyon.ph, etc.

Communities

Developh

Founder

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

Genshin Impact’s largest lore community. Scaled to 3K Discord, 11K followers, 150K+ sessions in <4 months organically. Developed design system, templates, website, bots, & databases (Discord.js/Notion API) used by team of 25+ volunteers. Edited 50K+ words of content.

User Experience Society at Yale

Founder & President

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

Yale Women’s Center

Public Relations Coordinator

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

Some Work

Philippine.design ↗

Archiving design history.

Writing ↗

300K+ reads on chias.blog.

Game Development

20,000+ plays on net art games.

Technology.ph ↗

Writing & editing critical essays + newsletter for 2.5K+ subscribers.

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, CCAM Studio Fellow

2019 & older

Grace Hopper Conf Speaker, Grace Hopper Australia Speaker, Microsoft Imagine Cup 3rd Place

Tooling & Interests

(In order of most proficient → least)

Design

Photoshop, Figma, Framer, Sketch, XD, InDesign, Illustrator, ProtoPie, Origami

Code

HTML/CSS/SASS, JS/TypeScript, Vue, p5.js, SwiftUI. Prototyping in code. Token engineering. MEVN. JS API design.

Between

Product, docs, DesignOps, automation + no code, CleverTap, Amplitude, basic SQL

Research Interests

Worldbuilding, speculative & systems design, organizational development, archival, mapmaking, P2P web

Ways of Working

- Manifesto ↗
- Now Page ↗
- Toolkit ↗

Iboto.ph (Vote.ph) ↗

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

The Punishing ↗

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