

Education

Cornell University

Expected May 2022 / Ithaca, NY

B.S. Computer Science

Relevant Coursework: Digital Product Design, Intermediate Web Design & Programming, Game Design, Environmental Psychology

Experience

Product Designer at Cornell AppDev

September 2019 - Present

- Created user flows, mobile and web user interfaces, and design systems for products that foster community among the student body
- Conducted user research and testing to conceptualize product direction

Design and Frontend Development Intern at Polici

June 2020 - Present

- Designed graphics and web features for an academic research summary platform
- Built the frontend of a dynamic web app to engage readers and researchers

Product Designer at Wellnest

May 2020 - Present

- Designed a group journaling feature to encourage mindfulness within social circles

Projects

Flick App • Product Designer, Android Developer

April 2020 - Present

- Created and iterated on interaction and visual design of a social movie-sharing app
- Developed the frontend UI and architecture of the Android app

Night Bite • Game Design Lead

February 2020 - May 2020

- Led a four-person design team in building a desktop action game
- Created art assets, maintained design system, and contributed to gameplay decisions

Spotify Case Study • Product Designer

February 2019 - May 2019

- Interviewed Spotify users and analyzed music discovery behavior and attitudes
- Designed and prototyped a feature for sharing music recommendations with friends

Community

Intro to Digital Product Design • Co-Instructor, Teaching Assistant

February 2020 - Present

- Mentored students, led critique sessions, and held office hours to teach a 10-week course on product thinking, interaction design, and visual design

Skills

Design • Figma, Sketch, Framer, Adobe XD, Invision, Zeplin, Adobe Suite

Programming • JavaScript, React, HTML/CSS, Kotlin, Python, SQL, Java, OCaml, PHP, Git