

## EDUCATION

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|---|----------|
| University of Texas at Austin – Bachelor of Arts, Design  | May 2027 |
| • Overall GPA: 3.12/4.00  |          |
| • Relevant Coursework: Intro to Interaction Design, Intro to Design Research, Interaction Design Studio |          |

## EXPERIENCE

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|---|---------------------|
| Convergent Forge AdTalk – Austin, TX  | Jun 2025 – Present  |
| UI/UX Designer  |                     |
| • Collaborated with 2 designers to prototype marketing dashboards that effectively communicate sales data and KPIs to distributors and gas station owners.                            |                     |
| • Designed brand assets, defined identity guidelines including typography and color palette, and structured design systems to elevate brand identity and streamline design workflows. |                     |
| Greenback Club – Remote   | Jun 2025 – Present  |
| UI/UX Designer  |                     |
| • Prototyped a rewards app in Figma incentivizing users to recycle cannabis packaging and waste at local dispensaries around Denver.  |                     |
| • Worked closely with founders to define key user flows for multiple user profiles.   |                     |
| Texas Chinese Student Association – Austin, TX  |                     |
| Publicity Director  | Apr 2024 – May 2025 |
| • Designed 25 social media graphics, 2 production-ready sticker designs, and 1 tote bag design to support branding and outreach efforts.  |                     |
| • Collaborated with fellow board members to resolve organizational conflicts and maintain a productive, team-oriented environment.  |                     |

## PROJECTS

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| Cradlelist – A marketplace for teen and first-time parents.  | Apr 2025 |
| • Prototyped a marketplace website for childcare supplies in Figma based on research about teen parents' needs.  |          |
| • Designed branding assets and guidelines to convey a friendly, playful brand identity.  |          |
| Facebook Customizable Homepage – An interactive Figma prototype.   | Mar 2025 |
| • Collaborated with 3 designers to survey and interview 9 users and define friction in the Facebook user flow.   |          |
| • Developed an interactive prototype in Figma for a Facebook feature allowing users to personalize content layout and usable features to reduce clutter on their home pages. |          |
| Rotun – An exploratory modular blackletter typeface.   | Feb 2025 |
| • Designed uppercase, lowercase, numerals, and punctuation glyphs using Adobe Illustrator.   |          |
| • Created a fully functional digital font in Fontself, including a complete set of letterforms.  |          |
| me when the meme got type – A book studying typography in memes.   | Dec 2024 |
| • Conducted in-depth research on typography within memes, analyzing its role in shaping meme culture and influencing media consumption.                                      |          |
| • Designed and typeset the layout using Adobe InDesign to ensure clear readability and a visually engaging presentation.   |          |
| • Produced and hand-bound the book using an Epson wide-format printer.   |          |

## HONORS

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|---|------|
| Dell Scholar – University of Texas at Austin                                | 2023 |
| Character Illustration/Commercial Design 1st Place – LCISD Digital Festival | 2023 |
| National Merit Scholarship Finalist – NMSC                                  | 2022 |

## SKILLS

**Technical Skills:** Figma, Adobe XD, Illustrator, Photoshop, InDesign, After Effects, HTML, React, TailwindCSS, Photography, Typeface Design & Font Creation, Typography, Layout & Typesetting  
**Certifications:** Adobe Certified in Photoshop, Google UX Design