

EDUCATION

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| University of Texas at Austin – Bachelor of Arts, Design | May 2027 |
| <ul style="list-style-type: none">Overall GPA: 3.12/4.00Relevant 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 | |
| <ul style="list-style-type: none">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 | |
| <ul style="list-style-type: none">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 |
| <ul style="list-style-type: none">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 |
| <ul style="list-style-type: none">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 |
| <ul style="list-style-type: none">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 |
| <ul style="list-style-type: none">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 |
| <ul style="list-style-type: none">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