

EDUCATION

University of Texas at Austin – Bachelor of Arts, Design

May 2027

- Overall GPA: 3.25/4.00
- Relevant Coursework: Intro to Interaction Design, Intro to Design Research, Interaction Design Studio

SKILLS

Skills: Figma, Adobe XD, Illustrator, Photoshop, InDesign, After Effects, HTML, React, TailwindCSS, Product Design, Design Thinking, UI/UX Design, Design Systems, Photography, Typeface Design & Font Creation, Typography, Layout & Typesetting

Certifications: Google UX Design

EXPERIENCE

Greenback Club – Remote

UI/UX Designer

Jun 2025 – Present

- 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 and iterate on key user flows for multiple user profiles.

Convergent Forge AdTalk – Austin, TX

UI/UX Designer

Sep 2025 – Dec 2025

- Prototyped marketing dashboards to effectively communicate sales conversions and KPIs to distributors and convenience store owners.
- Designed and iterated on user flows, design system components, and UI and identity patterns including typography and color guidelines.
- Worked with cross-functional teams to present a thoughtful, user-centered MVP to stakeholders.

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

Cradlelist – A marketplace for teen and first-time parents.

Apr 2025

- Prototyped multiple iterations for 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, gather insights on social media use, and define friction in the Facebook user flow.
- Developed multiple iterations for 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.

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

Dell Scholar – University of Texas at Austin

2023

Character Illustration/Commercial Design 1st Place – LCISD Digital Festival

2023

National Merit Scholarship Finalist – NMSC

2022