

EDUCATION

Bachelor of Science in Graphic Communication

California Polytechnic State University - San Luis Obispo, CA

Concentration in Web & Digital Media

To be conferred June 2018

Cumulative GPA: 3.730

Santa Reparata International School of Art - Florence, Italy

CEA Studio Art, Printmaking, & Fashion Design

Fall Semester 2017

CONTACT

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SKILLS

Design

Sketch Adobe Illustrator Adobe InDesign

Languages

HTML / CSS JavaScript jQuery Mandarin Chinese

Applications

Google Apps InVision Microsoft Office

RELEVANT EXPERIENCE

Visual Designer

Zoomforth | San Francisco, CA

March 2017 — Present

- Executed initial sketches to final mock-ups for various UI / UX screens for Zoomforth online application software
- Applied client brand book rules to various client Zoomforth page designs
- Consolidated client information and edited HTML / CSS to best display information in a visual story using images, media, and text layout

User Interface and User Experience Designer

Jupyter | Cal Poly, CA

April 2016 — June 2017

- Executed a design driven development process with a team of developers as the main designer which included identifying user needs, forming personas, brainstorming ideas, creating wireframes and mockups, and prototyping the final result
- Developed multiple effective widget plugins to implement into JupyterLab, an application that allows you to create and share documents that contain live code, equations, visualizations and explanatory text
- Attended SciPy 2016 and conducted over 30 user tests and compiled the data to guide further improvements on the application and drive future design decisions
- Created Project Jupyter's Brand Guide Book defining brand colors, voice and tone, typography, logo spacing, logo proportions, etc. using strong visual hierarchy
- · Helped design and prototype Jupyter's documentation page using Bootstrap

AWARDS

User Interface and User Experience Designer

President's List

Awarded for the 2015-2016 and 2016-2017 Academic Year

Dean's Honors List

Awarded for the following: Winter 2014 - Fall 2017

Camp PolyHacks 2017

Third Place out of Fifteen Teams

Hackers / Founders | San Jose, CA

June 2013 — April 2016

- Designed initial wireframes to enhance the user interface of multiple company websites
- Worked on multiple projects ranging from icons and assets for the front-end developer on the website
- · Created logos, icons, and additional design assets for several companies
- · Redesigned investor pitch decks for several companies

Self-driving Wheelchair Project

Interaction Design II | Cal Poly, CA

Jan 2017 — March 2017

- Created an original digital product of interaction design using user-centered design and usability analysis
- Conducted user research with potential users, created personas and identified user goals to direct design process
- · Performed competitive analysis and referenced visual languages of other successful applications
- Used InVision to prototype application and perform user tests