WORK EXPERIENCE

Workshop Facilitator and Organizer, Women's Health Unleash Hacks

Jun 2024

Graphic Designer, EY Seren x RCA report

Apr. 2024 - May 2024

Service Design Consultant, CATCH22

Oct. 2023 - Feb. 2024

- · Built a new method that shifted progress measurement from self-reported scores to capturing "micro-achievements," receiving commendations from Juda Armani, a leader in the field.
- · Generated actionable insights that evaluated product experiences of the measuring impact tool and fueled ideation by using qualitative research methods (8 interviews, 6 workshops with ex-prisoners and Catch22 staff).

User Experience Designer, Stellantis

Sep. 2022 - Sep. 2023

- · Using Figma, Overflow, and Teams, within a design team of 8+ members, I prototyped and built end-to-end user journeys for 4 remote control mobile app features, resulting in a reduction of over 80 percent in onboarding time.
- · Using user research and testing methods (20+ interviews, 1 focus group, 6 benchmarks, 40+ usability tests, and 2 surveys), I advocated for and created one new core feature while implementing over 20 small but important changes.
- · Created design guidelines for haptic feedback implementation by leading a comprehensive study on haptic feedback integration within the radio app in collaboration with the RD team. Presented the results to the entire Digital Factory.
- · Designed the user journey for an NFC-based app launch in the car's built-in smartphone holder (sole designer) with the engineering team.

User Interface Designer, Stellantis

Sep. 2021 - Sep. 2022

- · Assisted the lead UI designer at PSA in creating a multi-brand design system with over 1,000 UI components, ensuring pixel-perfect functionality and quality, and guiding system adoption across designers, developers, and brands.
- · Created a detailed library of 300+ brand-specific elements, significantly impacting design consistency across projects.

EDUCATION _

Service Design MA, Royal College of Art

Sep. 2023 - Aug. 2024

- · Learned human-centered design, project management and complex systems.
- · Participated in many end-to-end projects with cross-disciplinary teams for company clients.

Entrepreneurial Innovation, MBA Elective, Wicked Labs x MBARI (Research Institute)

Jun. 2024 - Jul. 2024

Entrepreneurial Venture MBA Elective, Imperial Business School

Feb. 2024 - Jun. 2024

- · Created a prototype and pitch presentation for an Al solution for small businesses, resulting in 2nd place, a £2,500 prize, and an ongoing pilot launch. I collaborated with MBA students and an external developer as the sole designer. Led 80+ interviews with potential clients and domain experts.
- · Completed coursework in venture capital, A/B testing, project management, and business development.

Behavioral Economics MBA Elective, London Business School

May 2024 - Jun. 2024

Digital Experience Design BA, École de Design de Nantes Atlantique

Sep. 2020 - Jun. 2023

DESIGN PROJECTS AND AWARDS

Neurodiversity in Retail Experiences, Royal College of Art Neurodiversity Society

May 2024 - Jul. 2024

· In a team of two, using guidance from an ex-IDEO mentor, we created the project brief, scope, and research plan. We designed hypotheses and led studies that examined user behavior through 100+ interviews, 2 shadowing fieldwork sessions, and 2 participatory workshops, resulting in a portfolio of solutions validated by the jury.

Student Design Award, Royal Society of Art x Google Deep Mind

Mar. 2024

· Secured a position as a top 5 finalist (out of over 200 entries) recognizing groundbreaking applications of AI in design to empower communities in tackling local challenges related to climate change.

Design Jam - Awarded Winner, Sport England x Innovation Unit

Mar. 2024

Women in Tech Advocacy, Capgemini

Dec 2022 - Jun 2023

- · Conducted research and developed activity programs to promote technology careers among middle school girls.
- · Reached out to companies, securing support and resources from Capgemini.