

Education	Carnegie Mellon University Bachelor of Design Minor in Computer Science Class of 2027 GPA 4.00/4.00 Dean's List '23, '24 Design Merit Award '24
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Experience	Teaching Assistant, CMU Design Pre-College Pittsburgh, PA June 2024 – Present Helped teach students design fundamentals, including sketching, graphics, forms, and photography. In assistance to Matt Zywica, Daphne Peters, Wayne Chung, Dylan Vitone, and Brett Yasko. Research Intern, Fred T. Korematsu Institute for Law and Equality Seattle, WA Sep 2022 – Dec 2022 Conducted research for an amicus brief recommending the elimination of life in prison without parole (LWOP) for 18-20-year-olds (“late adolescents”) based on racial disproportionalities in sentencing. The brief was submitted to the Massachusetts Supreme Judicial Court. Media Design Intern, Chinese American Citizens Association Seattle, WA June 2021 – Sep 2021 Produced, wrote, and edited the C.A.C.A. Seattle 10 th Anniversary lodge report video for the C.A.C.A. National Convention.
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Roles	Designer & Artist, Freelance Seattle, WA Sep 2020 – Present Freelanced event identities, brand identities, UX, graphics, and art for clients in social justice, education, music, and journalism like Stop AAPI Hate, Evangelical Chinese Church, C.A.C.A., ASL club, Mercer Island Speech & Debate, and Mercer Island High School Orchestra. Sold personal art and design work at shows. Contributed articles and graphics for the MIHS Islander. Co-Founder, Education Coalition for Asian American Representation Mercer Island, WA June 2020 – June 2023 Designed ECAAR's brand identity, designed and sold a 140-page cookbook, managed finances and advertising for Mercer Island's first night market, and produced 10+ webinars on various API history. Grew ECAAR to 50+ members with events bringing in 500+ attendees.
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Skills	Software & Languages Adobe CC (Ps, Ai, Id, Ae, Pr, Lr, Fr) Figma, Blender, SolidWorks Python HTML/CSS/JavaScript	Focuses UX Design, Interaction Design Graphic Design, Identity Design Photography Print Design, Marketing Strategy User & Problem Space Research Rapid Prototyping Sketching
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