


Work	Azuki Product Designer 06.2023 – Present	First full-time design hire. Interactive media, storytelling, and expressive interfaces. Leading 0→1 product design and all things interactive on the web. Co-building with a team of art directors, illustrators, and technologists.	
	Skiff (acq. by Notion) Product Designer 08.2022 – 06.2023	First full-time design hire. 0→1 design for Email, Editor, Drive, and Calendar. Scaled Skiff Mail to 1,000,000+ users. Skiff has been acquired by Notion.	
	Cursor AI Product Designer (Freelance) 07.2023 – 09.2023	Designed affordances that help users understand what Cursor’s AI agent can do and why it makes certain decisions.	
	Brain Technologies Product Designer (Freelance) 09.2021 – 03.2022 09.2020 – 05.2021	Prototyped new ways to engage with computer interfaces, mostly working with voice and AI. Explorations included layered search queries, recommendations, and refining multimodal inputs.	
	 Interaction Designer (Intern) 05.2021 – 08.2021 05.2020 – 08.2020	Worked on Siri in Apple’s AI/ML organization, primarily focused on disambiguation/correction patterns for various hardware platforms and new dictation features. Designed platform-level voice UI patterns based on core technology enhancement. Co-built a design template system that helps designers and engineers analyze complex Siri interactions.	
Education	Carnegie Mellon University Pittsburgh, PA 2018-2022	Bachelor of Design Human-Computer Interaction Minor	
		Frontend Developer at Computational Creativity Lab School of Design TA for 51-328 with Andrew Twigg HCII Design Research with Jodi Forlizzi Award Finalist at IxDA Notable Honor Award at Core77 Design	
Skills	0→1 Interface Design Interactive prototyping Multimodal interaction Design Systems Voice Interface Design	React (Next.js) Tailwind CSS CSS3 (SASS, BEM) Systems thinking Design research	Typography Storytelling Visual design