

EDUCATION

Brown University, Bachelor of Science, Computer Science

Providence, RI | Fall 2016 – Spring 2020

GPA: 3.7

Relevant Coursework: User Interfaces & User Experience, Computer Graphics, Web Applications, Object-Oriented Programming, Data Structures & Algorithms, Computer Systems, Discrete Structures & Probability, Systems Security, Computer Ethics, Deep Learning (in progress), Statistical Inference (in progress)

EXPERIENCE

Front-End Engineering Intern, Platform Team

Twitter | San Francisco, CA | Summer 2019

- Contributed to Zeppelin, an internal analytics tool (web-based notebook) that enables data scientists to visualize data.
- Designed and implemented visual design to be unified with Twitter branding and UI standards.
- Developed a visual editor that utilizes an open-source JavaScript charting library for visual customization.

Research Developer & Designer

Brown University Graphics Lab | Providence, RI | Summer 2018 – Spring 2019

- UI/UX designer and developer for pen & touch and graphics-oriented applications. Programmed in React and TypeScript.
- Assisted Professor Andries van Dam in developing Dash, an unbounded 2D workspace environment for linked multimedia.
- Implemented features including a UI/UX redesign, content linking system, and template builder.
- Experimented with multi-device interactions with a focus on bimodal pen & touch and multiple input devices.
- Presented an interactive demo of these features to Adobe and Microsoft research groups.

Head Teaching Assistant, UI/UX

Brown University Department of Computer Science | Providence, RI | Fall 2018

- Led a team of eight undergraduate TAs with a co-head TA to teach a class of over 100 students.
- Developed and graded labs and assignments. Held four office hours per week to debug and approve design choices.
- Taught UI/UX concepts including iterative prototyping, quantitative UX research processes, and design principles.
- Instructed students on UI/UX tools such as Figma, Framer, and Sketch as well as JS, React, and HTML.

Graphic Designer

Brown University Department of Middle East Studies | Providence, RI | Spring 2017 – Spring 2019

- Produced communication materials for Brown University's Department of Middle East Studies.
- Designed both print assets and website content for approximately 20 events per semester utilizing Adobe Creative Cloud.

PROJECTS

Alpenglow

Graphics | GLSL (C++), OpenGL | Fall 2018

- Created a shader fragment that renders a mountain scene through using raymarched terrain generation.
- Developed a terrain height function by using perlin noise randomization and bicubic interpolation to smooth adjacent points.
- Other features include exponential fog detailing, a snowfall algorithm, normal mapping, and mimicked sunset to daylight lighting.

Project LETS Web Application

Web Development | HTML, JavaScript, Node.js, SQL | Spring 2018

- Built the web platform for Project LETS, a non-profit mental health counseling service.
- Designed and implemented UI/UX and front-end for administrators, therapists, and patients to view appointments and health history.
- Features include secure login and user management, secure realtime messaging, flexible notetaking, and scheduling abilities.

SKILLS

Coding

HTML / CSS
JavaScript
React
Java
Python

Tools

Adobe CC
Figma
Sketch
Framer
Balsamiq

Techniques

Prototyping
Wireframing
Interface Design
UX Engineering
User Research