



551 - 427 - 4472

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## EXPERIENCE

### UX DESIGNER @ DICK'S SPORTING GOODS, INC

Pittsburgh, PA (Jul '18 ~ present)

- Collaborating in an agile product teams with a Product Manager, Developers, and a Designer
- Conducting exploratory research into new opportunities and pain points of product/domain
- Wireframing and prototyping for feature validation testing and iteration
- Led external projects in supporting and advocating design processes for users
- Products: enterprise facing in-house software and customer facing DICK'S mobile app

### DESIGN TEAM LEAD & UX DESIGNER I @ DESIGN CLINIC

Ann Arbor, MI (2017)

- Lead a team of 4 designers to consult a fast-paced, client-facing design project
- Produced various wireframes toward iterations and design solutions to client issues
- Successfully delivered and presented high-fidelity prototypes to clients using InVision

### CO-FOUNDER & DESIGNER @ STEPFOR, LLC

Ann Arbor, MI (2015 ~ 2017)

- Designed the Android application and visual assets required for development
- Developed the client Web portal prototype built on Google App Engine's Python environment
- Participated and placed: optiMize Social Innovation Challenge (finalist) and Michigan Business Challenge: Social Impact Track (2nd)

### CREATIVE DIRECTOR @ FRIENDSLEARN, INC

San Jose, CA (2012 ~ 2013)

- Developed and launched an educational game about nutrition and healthy eating habits
- Directed a team of 5 3D artists to successfully create and launch on Android and iOS

## SKILLS

### UX

- User research, interviews, sketching, wireframing, personas, scenarios, comparative analysis, heuristic evaluation, usability tests, card sorting, prototyping, user flows, journey mapping
- Agile & Lean methodologies, Design thinking, Pivotal Trained, discovery and framing

### SOFTWARE

- Sketch, Figma, Principle, Photoshop, Illustrator

### CODE

- HTML & CSS, Java, JavaScript, PHP & MySQL, Python, C/C++

## EDUCATION

### UNIVERSITY OF MICHIGAN SCHOOL OF INFORMATION - ANN ARBOR

Bachelor of Science in Information - UX R&D

- Dean's List (Winter '16, Fall '16)