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### **EDUCATION**

Carnegie Mellon University Pittsburgh, PA
Majors B.S Business Administration
Human-Computer Interaction (HCI)

**GPA** 3.59/4.00 **Graduation** May 2021

## **SKILLS**

#### Software

Adobe Photoshop, Indesign, Illustrator Microsoft Office HTML/CSS

#### Relevant Courses

Cognitive Psychology Interaction Design Studio Programming Usable Interfaces User Centered Research and Evaluation

## **ACTIVITIES**

#### CMU Alpha Kappa Psi

Design chair, Pittsburgh, PA | May 2018 - Dec 2019

- Designed and sold over 120 hats to generate more than \$1000 in funds
- Created promotional materials such as t-shirts, posters, business cards, Facebook frames and Facebook cover photos, bringing more than 50 students out to rush

#### **AWARDS**

#### Deloitte Undergraduate Case Competition

2nd Place Team, Pittsburgh, PA | Jan 2019

· Developed a creative, strategic plan using

## **EXPERIENCE**

#### Dog and Rooster

Web Design Intern, San Diego, CA | Jul 2019 - May 2019

- Redesigned an in-house app after extensive background research, prototyping and testing
- Worked closely with front-end engineers to test and debug web and mobile responsiveness
- Created several home page and inside page mockups for clients such as the Emergency Climate Fund and the Alieen Getty Foundation

## HCI Research, Artificial Intelligence Audio Games

Researcher, Pittsburgh, PA | Jan 2019 - May 2019

- Analyzing novel methods and systems to collect diverse sounds in the home
- Annotating and collecting sounds with strong labels to push large scale datasets to further Al development for companies Philips and Bosch
- Creating literature review of academic and industry sources, including a research paper to be published and presented at CHI conference
- Designing an initial prototype for an audio game with the intention of collecting ambient noises

# HCI Education Research, SCIPR Curiosity Tabletop Games

Researcher, Pittsburgh, PA | Sep 2018 - Dec 2018

 Used Illustrator to create a gameplay guide book for the educational game, "Outbreak," used by teachers to encourage question asking in middle school students