Education	Carnegie Mellon University Pittsburgh, PA 08.2018 – 05.2022	Bachelor of Design Human-computer Interaction Minor
Work	Skiff Product Designer 08.2022	Incoming fulltime designer.
	Metalink Product Designer (part-time) 01.2022 – 02.2022	Aggregated messaging, trading, and data into one social chat platform. Scaled design system from 0 to 1 and helped establish more robust design infrastructure.
	Skiff Product Designer (part-time) 10.2021 – 01.2022	Designed and shipped early stage editor features for privacy-centric collaboration tools. Worked with Pentagram on company-wide product rebrand.
	Apple Interaction Design Intern 05.2021 – 08.2021	Designed VUI disambiguation/correction patterns for various hardware platforms and explored new dictation interactions.
	Brain Technologies Product Design Intern 09.2020 – 05.2021	Crafted and shipped features for various in-app domains and conducted R&D explorations on future-facing experiences.
	Apple Interaction Design Intern 05.2020 – 08.2020	Designed platform-level voice UI patterns based on core technology enhancement. Co-built a design template system that helps designers and engineers analyze Siri interactions.
	Elevation Church Product Design Intern 05.2019 – 08.2019	Helped redesign and launch Elevation Connect, a web application that helps people get connected through small groups, volunteering, and baptisms.
Additional	Computational Creativity Lab Web Developer 02.2021 – present	Co-developing an interactive research probe exploring how location and language influences people's typographic preferences. Project advised by Kyuha Shim.
	IxDA Award Finalist 03.2021	Interaction Design Award Finalist for annual IxD competition. Worked with two colleagues and presented 'The Open Door Museum', a hardware prototyped exploration focused on meaning storyelling through objects.
	CMU School of Design Teaching Assistant 09.2021 – 12.2021	Assisted Professor Andrew Twigg in web prototyping course 51-328: Design for Digital Systems.
	CMU HCII HRI Design Researcher 01.2020 – 05.2020	Collaborated with Bossa Nova robotics and other undergraduate researchers on conducting HRI field research focused on navigating stuck-robot situations.

Skills	UX prototyping Design research Visual design Wireframing	Design systems Multimodal interaction Voice interface design Systems thinking	Web prototyping React (Next.js) Matter.js, P5.js CSS3 (SASS, BEM)