Education		
Education	Carnegie Mellon University Pittsburgh, PA 08.2018 – 05.2022	Bachelor of Design Human-computer Interaction Minor

Experience

Metalink
Product Designer
01.2022 – present

Aggregating messaging, trading, and data into one social chat platform. Scaled design system from scratch and helped establish more robust design infrastructure.

Skiff
Product Designer
10.2021 – present

Designing and shipping early stage editor features for a teams-focused collaboration tool. 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

Creative Computing 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		
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)