

Education	Carnegie Mellon University Pittsburgh, PA 08.2018 – 05.2022	Bachelor of Design Human-computer Interaction Minor	
Experience	<p>Metalink Product Designer 01.2022 – present</p> <p>Skiff Product Designer 10.2021 – present</p> <p>Apple Interaction Design Intern 05.2021 – 08.2021</p> <p>Brain Technologies Product Design Intern 09.2020 – 05.2021</p> <p>Apple Interaction Design Intern 05.2020 – 08.2020</p> <p>Elevation Church Product Design Intern 05.2019 – 08.2019</p>	<p>Aggregating messaging, trading, and data into one social chat platform. Scaled design system from scratch and helped establish more robust design infrastructure.</p> <p>Designing and shipping early stage editor features for a teams-focused collaboration tool. Worked with Pentagram on company-wide product rebrand.</p> <p>Designed VUI disambiguation/correction patterns for various hardware platforms and explored new dictation interactions.</p> <p>Crafted and shipped features for various in-app domains and conducted R&D explorations on future-facing experiences.</p> <p>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.</p> <p>Helped redesign and launch Elevation Connect, a web application that helps people get connected through small groups, volunteering, and baptisms.</p>	
Additional	<p>Computational Creativity Lab Web Developer 02.2021 – present</p> <p>IxDA Award Finalist 03.2021</p> <p>CMU School of Design Teaching Assistant 09.2021 – 12.2021</p> <p>CMU HCII HRI Design Researcher 01.2020 – 05.2020</p>	<p>Co-developing an interactive research probe exploring how location and language influences people's typographic preferences. Project advised by Kyuha Shim.</p> <p>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 storytelling through objects.</p> <p>Assisted Professor Andrew Twigg in web prototyping course 51-328: Design for Digital Systems.</p> <p>Collaborated with Bossa Nova robotics and other undergraduate researchers on conducting HRI field research focused on navigating stuck-robot situations.</p>	
Skills	<p>UX prototyping Design research Visual design Wireframing</p>	<p>Design systems Multimodal interaction Voice interface design Systems thinking</p>	<p>Web prototyping React (Next.js) Matter.js, P5.js CSS3 (SASS, BEM)</p>