



## EDUCATION

### Georgia Institute of Technology

Expected December 2016 Atlanta, GA

*BS Industrial Design; Minor in HCI*

- Emphasis on interactivity, motion and sensor-based electronics
- Major GPA: 4.0 Overall GPA: 3.94
- Took masters level courses:  
*User Interface Design*  
*Design for Interaction*  
*Design for Interactive Environment*

### Parsons The New School for Design

May 2014 - Jun 2014 New York, NY

*School of Art, Media, and Technology*

- Summer Intensive Studies: *Graphic Design I*
- Emphasis on typography, visual communication and print design

## EXPERIENCE

### Georgia Tech GVV Research Lab

September 2015 - Present Atlanta, GA

*Undergraduate Research Assistant*

- Lead motion and interaction team to design and prototype new microinteractions for a quantum mechanics game
- Collaborate with 2D artists and developers to implement the game in Unity 3D
- Win Serious Games Design Challenge at I/ITSEC Conference

### IxDA - Interaction Design Association

August 2014 - Present Atlanta, GA

*President of Georgia Tech Chapter*

- Hold events on interaction, visual, motion design and electronic prototyping
- Teach workshops on Illustrator, Sketch, AE, HTML/CSS3/Javascript, Framer.js and etc.

### MuleSoft Inc.

June 2015 - August 2015 San Francisco, CA

*UX Design Intern*

- Design a UX Dashboard for internal assessment of MuleSoft products
- Design and prototype new interaction of login screen for Anypoint Platform
- Collaborate with PM Intern to improve the onramp user experience

### LG Electronics

June 2014 - August 2014 Atlanta, GA

*Interaction and Product Design Consultant*

- Collaborate with multidisciplinary students as a team at Georgia Tech
- Develop concept proposals of future interactivity for home entertainment

## PROJECTS

### Bring the Heat Hackathon - Honorable Mention

June 2015 San Francisco, CA

- Develop concepts for an IOS game expanding the use of an infrared camera accessory
- Design information architecture and produce visual asset and style guide

### Mike Rice Design Award - 2nd Place

April 2013 Atlanta, GA

- Compete as a team to design and build a vertical garden
- Sketch ~20 ideas, design and build interactive planter boxes

### CFY Design + Research Award

December 2012 Atlanta, GA

- On-site research on community health of Old Fourth Ward in Atlanta
- Produce a proposal video using Adobe Premiere and After Effects
- Design sidewalk plant rack to improve community green space

## SKILLS

### Design

Sketch, InVision, Adobe CC, Axure, Final Cut Pro, Solidworks, KeyShot, C4D, Unity 3D, Maya

### Programming

Java, Python, Objective-C, HTML(5), CSS, Javascript, jQuery, Framer.js, D3.js

### Other

Arduino, Processing, Electronics, EAGLE, PCB, UI/UX, Visual/Graphic Design, Animation, Video Production, Photography