

Education

Carnegie Mellon University
B.S. in Electrical and Computer Engineering & Human-Computer Interaction
GPA: 3.77 (Dean's List)
Relevant Coursework: Interaction Design for HCI, Designing Human-Centered Software, Product Design Fundamentals, Computer Graphics, Computer Systems, AI Representation and Problem Solving

May 2026
Pittsburgh, PA

Experience

CMU HCII AXLE Lab
Undergraduate Researcher

Feb 2024 – Present
Pittsburgh, PA

- Partnered with Prof. Patrick Carrington and PhD Franklin Li to create OSCAR: a system that allows visually-impaired people to effortlessly navigate recipes by tracking cooking object statuses.
- Conducted large-scale object status feasibility testing by processing 170+ recipes/1,350+ recipe cooking images using CLIP, sigLIP, and GPT-4 vision models in Python.
- Developed frontend + backend for OSCAR web application with recipe upload, image capture, audio input/output for dynamic recipe feedback features using React and Python Flask.

Personalized Learning Squared (PLUS)
Product Design Intern

Dec 2023 – Present
Pittsburgh, PA

- Transitioned external tutor scheduling Google spreadsheet to site-embedded scheduling table: optimizing tutor, lead tutor, and admin workflows with personalized schedule displays and alert banners.
- Determined users' needs and JTBDs through self-created and conducted user studies involving directed storytelling and interactive modeling.
- Spearheaded UI Facelift utilizing the GitHub Primer design system for CMU LearnLab's DataShop @CMU: an online learning science dataset resource.

CMU HCII Augmented Perception Lab
Undergraduate Researcher

Jun – Aug 2023
Pittsburgh, PA

- Collaborated with Prof. David Lindlbauer on MineXR: a Meta-funded research project on how people integrate and orient personalized apps (widgets) in extended reality (XR) within everyday spaces.
- Conducted and designed 20+ two-hour user studies developing MineXR's overall widget placement database.

SkyRealmAI
Product Design Intern

Jun – Aug 2023
Pittsburgh, PA

- Prototyped AI Chat Bot UI that helps aspiring consultants with interviews utilizing interactive text boxes and hover-sensitive buttons in Figma.

Leadership

CMU User Experience Association
VP of Content

May 2024 – Present
Pittsburgh, PA

- Directed a team of 5 in publishing weekly UX articles and interviews for UXA's "Interaction Nerds" newsletter, increasing subscribers by 25%.

CMU Dept. of Electrical and Computer Engineering
Introduction to Computer Systems TA

May 2024 – Present
Pittsburgh, PA

- Led and organized two 5-student weekly small groups honing in course concepts, clarifying misconceptions, and handling logistical issues such as technical bugs and lab extensions.
- Facilitated 5-8 hours of weekly office hours and 1on1 appointments, helping students understand and debug software-based labs.

CMU alpha Kappa Delta Phi
Design Chair and Webmaster

May 2024 – Present
Pittsburgh, PA

- Sustained aKDPhi's core values and mission by elevating + updating CMU aKDPhi's official website and designing digital flyers for CMU aKDPhi's social media.

Skills

Languages
Python
C/C++
HTML/CSS
React/JS

Technologies
Figma
Spotify Web API
OpenAI API
Adobe Creative Suite
Flask

Methods
Wireframing
Prototyping
Developer Handoff
User Interviews
Usability Testing
Design Systems