

Education

**Carnegie Mellon University**  
*B.S. in Electrical-Computer Engineering and 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, Social Psychology, Electronic Devices and Analog Circuits

May 2026  
Pittsburgh, PA

Experience

**CMU HCII AXLE Lab**  
*HCI Researcher*

Feb 2024 – Present  
Pittsburgh, PA

- Submitted paper as second author to CHI 2025 detailing the “OSCAR” (Object Status Context Awareness for Recipes) system and its real-world feasibility in collaboration with Prof. Patrick Carrington and PhD Franklin Li.
- Executed 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 and backend for OSCAR web application using React.js and Python Flask featuring responsive recipe video scrollbar and GPT-4o chat-box allowing users to ask recipe-based questions.

**Personalized Learning Squared (PLUS)**  
*Product Design Intern*

Dec 2023 – Present  
Pittsburgh, PA

- Updated 7+ core PLUS products to new PLUS design system: implemented local variables/ screen size responsiveness and published 15+ new components in main DS in Figma.
- Transitioned external tutor scheduling Google spreadsheet to native app schedule, starting from user research and user personas to wireframing, prototyping, and developer handoff.
- Spearheaded UI/UX Facelift utilizing the GitHub Primer design system for CMU LearnLab’s DataShop@CMU: an online learning science dataset resource for researchers.

**CMU HCII Augmented Perception Lab**  
*UX Researcher*

Jun – Aug 2023  
Pittsburgh, PA

- Collaborated with Prof. David Lindlbauer and PhD student Hyunsung Cho on MineXR: an open-source dataset specifying how people integrate and orient personalized “widgets” in augmented reality within everyday spaces, published to CHI 2024.
- Conducted and designed 20+ 2-hour user studies to generate MineXR’s 600+ widget dataset, focusing on widget placement and reason for placement.

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 views by 1200+ and subscribers by 150+.

**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.
- Facilitated 5-8 hours of weekly office hours and 1-on-1 appointments, helping students understand and debug lower-level C programming labs.

**CMU alpha Kappa Delta Phi**  
*Design Chair and Webmaster*

May 2024 – Present  
Pittsburgh, PA

- Sustained aKDPi’s core values and mission by elevating and updating CMU aKDPi’s official website and designing digital flyers for CMU aKDPi’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