
UI/UX Experience

GameIn UI Engineer Intern

September 2022 - March 2023

- Worked closely with a sponsor, graphic designer, and team to create a gamer networking application
- Using figma, created user flow diagrams to visualize the content and flow of each page
- Designed multiple webpages using figma, then used React to code a functioning prototype

Design and Partnership Lab UI/UX Research Assistant

September 2022 - present

- Collaboratively helped design a data visualization site for math teachers, using human centered design techniques
- Used figma to create a design system for consistency in design
- Used react, tailwind, and daisy UI to code a functional prototype

Rooted UX/UI Designer

January 2022 - March 2022

- Collaboratively created an app, with a team of 6, for beginner plant parents
- Researched competitor apps in order to find their strengths/weaknesses
- Interviewed a total of 12 potential users to gain insight over what the app's users want/need
- Wireframed and made an interactive prototype via Figma

Education

University of California, Irvine

*B.S. in Informatics
Specialization in
Human-Computer Interaction
Minor in Digital Arts*

Skills + Tools

Design Tools

Figma, Adobe Illustrator, Adobe After Effects, Adobe XD, Adobe Photoshop, Miro

Design Skills

Prototyping, Wireframing, Storytelling, User Research, Visual Design, Interaction Design, Design Systems, Front End Development

Technical Tools

HTML, CSS, React, JavaScript, Tailwind, DaisyUI, Bootstrap

Related Experience

Girls Who Code Lead Teaching Assistant

June 2022 - August 2022

- Taught high school students how to make a website using HTML, CSS, and Javascript
- Worked with Synchrony, K1, Walmart, Moodys, and EY during partner events.
- Each summer session consisted of 3 rounds of classrooms, each classroom having about 60 students enrolled

Design at UCI Graphic Designer

December 2022 - present

- Utilize Adobe Creative Cloud to create graphics for Design@UCI's social media
- Collaboratively created graphics with the Creative Director of Design@UCI, as well as individual projects from scratch
- Often use gradients, shape tools, and the pen tool to create designs that are cohesive with the brand's image

Division of Career Pathways Graphic Designer/Content Creator

January 2023 - present

- Worked with developers to redesign the Division of Career Pathways website according to updated user data and accessibility needs
- Designed graphics using Adobe Illustrator and Figma for the DCP social media pages