

# Jeremia Lo

UX/PRODUCT DESIGNER

[jeremia.framer.website](http://jeremia.framer.website)

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## Education

### **Carnegie Mellon University**

GRADUATED MAY 2023, PITTSBURGH

B.S. in Cognitive Science and  
Human-Computer Interaction

## Tools

Adobe Creative Suite, Blender,  
Figma, Framer, Spark AR, Unity  
3D, Webflow, HTML, CSS, JS, C,  
Python, SML, R

## Skills

Design Systems  
Game Design  
Illustration  
Interaction Design  
Product Thinking  
Prototyping  
Style Guides  
User Research  
Visual Design

## Publications

*MoonBuddy: A Voice Based AR  
UI That Supports Astronauts  
During Extravehicular Activities*

USER INTERFACE SOFTWARE  
AND TECHNOLOGY, OCT 2022

## Experience

### **Askwith Kenner Room, Interaction Designer**

AUG 2023 - PRESENT, REMOTE

Programming and designing a VR experience in  
Unity to be showcased in the Global Languages and  
Culture Room at Carnegie Mellon University.

### **Pitt Bio Outreach, Product Designer**

JAN 2023 - MAY 2023, PITTSBURGH

Developed an XR science experiment app for high  
school biology students, with a focus on creating an  
accessible experience for students with ADHD.

### **Colgate-Palmolive, UX Design Intern**

AUG 2022 - DEC 2022, REMOTE

Designed and tested new features for the hum kids  
mobile app, released in Feb 2023. Updated design  
system to align with accessibility standards.

### **NASA SUITS, Product Designer**

SEP 2021 - AUG 2022, PITTSBURGH

Designed an AR heads-up display in HoloLens to  
assist astronauts on future lunar missions.  
Research poster published in UIST 2022.

### **Anthology Projects, Design Editor**

JUN 2018 - JUL 2023, REMOTE

Created social media graphics, print layouts, and  
branding guidelines for multiple art anthologies. Led  
teams of 17-55 from conception to publication.