

education

**University of California,
San Diego**

B.S. Cognitive Science
Human-Computer Interaction

*Expected Graduation
Spring 2016*

key skills

front-end web dev
iOS application design
graphic design
wire-framing
need-finding
low-high fidelity prototyping
user testing
data analysis
ethnography

tools of the trade

design
Adobe Creative Cloud
Sketch3
InVision
Balsamiq
Axure
front-end dev
HTML5/CSS3
JavaScript
Bootstrap/Foundation
research
MATLAB

relevant courses

HCI Design
Design of Everyday Things
Cog. Aspects of Digital Design
CSE Special Studies
Modeling & Data Analysis
Distributed Cognition
Intro Programming MATLAB
Intro Comp. Sci. Java
Intro. to Research Methods

main experience

PENGUIN (iOS MOBILE APP)

2015-present

Lead UI/UX Designer

Fills gap in social media for making friends from mutual interests. Led full design of application from ideation phase to branding, development, testing, and release. Communicated design solutions to engineers and small multidisciplinary start-up team through presentations, interactive prototypes, and other visualizations. Personal re-designs directly resulted in surge of 50+ users within a week of beta launch.

QUALCOMM INST. | UC SAN DIEGO

2015-present

Connected and Open Research Ethics (CORE) Initiative

Stakeholder/HCI Analyst & Chancellor's Fellow

Developed and implemented qualitative and quantitative data analysis of forum tools and design-thinking workshops to analyze user needs and support design of web platform prototype. Supported iterative testing and evaluation of the CORE prototype deployment.

KidPrint

Design Team - Visualization & Research Assistant

Infant fingerprinting device that allows tracking of medical records in third-world countries. Visualized device shapes and potential designs through studies of infant hands and sketching in ideation phase. Annotated and analyzed ethnographic data of infant behavior into early stages of user-centered product solutions and ideas.

The Design Lab

Undergraduate Researcher

Collaborated with Associate Director and Project Manager to materialize general direction of lab expansion into 5+ concrete design projects. Designed, developed, and prototyped plans and visualizations for Design Lab work spaces that create a collaborative atmosphere and maximize workflow.

other projects

Carity (Mobile Web Application) | *Design & Development*

Gives students opportunity to donate small amounts to charity while making a difference. Focused on observing specific user tasks, user interviewing/testing, and heuristic evaluations to inform design of application with rapid paper prototyping. Developed front-end portion of application, complete with visual design.