

Education

University of California, San Diego

Expected December 2017

B.S. Cognitive Science: Human-

Computer Interaction

Minor: Computer Science

Skills

Development

+ HTML, CSS, Javascript

+ Java, C/C++

+ Terminal, Linux/Unix

+ Git, Agile Software Dev.

+ Android Studio

Design

+ Adobe Illustrator

+ Adobe Photoshop

+ Design thinking

+ Needfinding

+ User research

+ Wireframes & mockups

+ Prototyping

Coursework

Software Engineering

Interaction Design

Usability & Info. Architecture

Advanced Data Structures

Object Oriented Design

Discrete Mathematics

Computer Organization

& Systems Programming

Mathematics Algorithms

Software Tools & Techniques

Experience

Design Research Intern / March 2016 - Present

The Design Lab @ UC San Diego

<http://designlab.ucsd.edu/>

Designed a program to bring design thinking to college campuses and match design students with industry partners.

Conducted user interviews and created storyboards and personas.

Presented our user research to SAP's design team, currently collaborating with SAP to prototype this initiative.

Project Manager & Designer / March 2016 - Present

RecyCool

Managed a team of 3 developers and 3 artists to create educational minigames on recycling, created characters, animations, and designed game interface. Our game was showcased at the San Diego Design Forward conference and on the Jacobs School of Engineering newsletter.

Production Team Intern / June 2015 - August 2015

Jason's Entertainment

Designed show content (animation, scripts, costumes) for award winning Taiwanese variety show, iterated based on analysis of viewer demographics. Monitored live show shootings and audience interactions.

Assistant Guide / April 2015 - December 2015

UCSD Outback Adventures

Instructed kayaking and hiking trips. Participated in trip preparation, wilderness cooking, wilderness protocols, and wilderness First Aid/CPR.

Projects

CoupleTones / Spring 2016

UI Designer & Developer

Developed a location-based Android application that notifies users when a partner leaves or visits a favorite location. Implemented the app full-stack with 4 teammates. Designed the interface and created UI mockups.

Class Projects / Fall 2014 - Winter 2016

Implemented Autocomplete function using a Multi-Way/TST (C++)

Implemented the Huffman Algorithm to compress files (C++)

Recreated 2048 puzzle game & GUI (Java, JUnit)