### **EDUCATION**

Integrated Innovation for Products and Services, MII-PS

Carnegie Mellon University

Pittsburgh, Pennsylvania | December 2017

GPA: 3.97

Human Centered Design & Mechanical Engineering, BS

Rensselaer Polytechnic Institute

Troy, New York | December 2015

GPA: 3.5

### **WORK EXPERIENCE**

## Foresight, Research + Innovation Intern | Arup

New York, New York June 2016 to August 2016

- Designed and developed an internal way-finding document, assessing New York City's economic, transportation, and infrastructure conditions, their impending impacts, and future opportunities pertaining to the City.
- Conducted scoping, story-telling, and strategic design process workshops to assess narrative, information management and visualization, and content organization.
- Developed and facilitated user research process, including user interviews, to evaluate product scope, user needs, and use cases.
- Facilitated milestone reviews with stakeholders to discuss product needs and constraints, provide updates, and receive feedback.
- Executed all content research and development, iterative changes, and use guideline development

## Global Product Acquisition Intern | Hasbro, Inc.

Providence, Rhode Island | January 2015 to June 2015

- Contributed to harvesting and development of external innovation and intellectual property.
- Spearheaded user journey-mapping of a current data management process, brainstormed of new process, and managed final execution of tool in order to improve product tracking and increase team efficiency.
- Led design and development process from conception to completion for licensed intellectual property. Process included scoping, brainstorming, industrial and engineering design, and marketing considerations.
- Conceptualized, designed, and prototyped new toy designs.
- Liaised with outside vendors to manage the conception and creation of web-based tools and physical product.

# Teaching Assistant | Product Design Innovation: Studio I

Troy, New York | August 2014 to December 2015

- Developed and facilitated in-class Design Thinking activities and debrief sessions for first year students.
- Prepared and executed Adobe Illustrator and InDesign workshops and presentation technique workshops.
- Held after-class office hours to aid students in their project scoping, prototyping, and presentation skills, as well as one-on-one Adobe Creative Suite sessions.

## Content Strategist & Creator | IBM Design Lab

New York, New York | June 2013 to December 2014

- Strategist and graphic/animation creator for internal application.
- Collaborated in journey-mapping for new internal applications, mission statement exploration and execution, and brainstorming for application features with partner branding and strategy agency.

### RELEVANT COURSEWORK

Carnegie Mellon University

User Research Methods Commercializing IP Industrial Design Fundamentals Design for Manufacture Design for Environment

Rensselaer Polytechnic Institute

Design Studios I to VI Design, Culture, & Society Typography Media Literacy

#### **SKILLS**

Human Centered Design

User Research Methods User & Usability Testing Ethnographic Research Workshop Development and Facilitation Competitive Analysis

**Favorite Tools** 

Mockuptionary How Can We Bodystorming Co-Design

**Prototyping** 

Foam-Core Model Development Laser Cutting UI Wireframing

#### Software

Adobe Creative Suite Microsoft Office Suite Siemens NX CAD

Photography

35MM Film Photography Digital Photography

#### **ACTIVITIES & LEADERSHIP**

d.arts Learning Assistant & Learning Assistant Coordinator

Rensselaer Residence Life January 2014 to December 2014

## Founder

DIS Mentor Program
May 2014 to December 2015

Founding Board Member
Design for America

August 2013 to December 2015

#### Mentor

Women's Mentor Program

August 2011 to December 2015