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