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Goal

To obtain a full-time position that will help me continue to learn and follow my passions in art and technology, while developing innovative products within the organization.

Education

Carnegie Mellon University [2012 - Present]

- Relevant Coursework
 - Human Experience in Design | Learning Media Design | Architectural Design Studios
 - Design Communication | Information Design | Architectural Robotics
 - Fundamentals of Programming and Computer Science | Principles of Imperative Computation

National University of Singapore [Summer 2013]

- Design Program - Designing for Active Aging (Certificate Program)
- Concept to prototype, enhanced team building and leadership skills

Awards

Expat Living Magazine – Singapore, Singapore [2013]

- Photo competition winner – Published in print and online

St. Andrew's Episcopal School, Potomac, MD [2009 - 2012]

- Awards – 2D, 3D (Fountain/Ceramic and Mixed Media) & 3D (Blown Glass, Metal & Ceramic Fountain)
- Significant Achievement in the Visual Arts Award (2012)

Activities

Public Relations Chair - International Student Union (ISU) [2014 - Present]

- Branded ISU, developed the website and created displays and posters

Designer - Lunar Gala (Fashion Show) [2014-2015]

- Designed a fashion line, crafted from synthetic paper, 3D printed plastics and iridescent silk

Designer & Member - ScottyLabs [2014 - Present]

- A student organization with the goal to educate the rest of the CMU community. Run workshops (WebDevWeeks, Portfolio Hackathon), heavily integrating design and coding

Global Conference on Educational Robotics – (Botball - autonomous robotics) [2008-2011]

- Awarded 1st place in Alliance Competition – team leader— designed, built, and programmed
- 2nd place overall, double elimination finalists & Judges Choice Award

Work Experience

Mobile UI/UX Intern – YinzCam – [2015 - Present]

- Working to expand the current app experiences & expanding content to other distribution channels.

Co-Founder – Desgn.IO – [2015 - Present]

- A design consultancy with the goal to deliver design services of holistic value in aesthetics, experience, and communication. We design and create with an approach of playful pragmatism.

Head Teaching Assistant – Intro to Digital Media – [2015 - Present]

- Teach students a variety of software tools for use in their design work and the workflow around them

User Experience Design Intern – Consumer Reports – [Summer 2015]

- Worked with the UX team to redesign consumerreports.org especially in terms of data visualization

Monitor – Digital Fabrication Lab – [2015 - Present]

- Teach students digital preparation & machining techniques in lasercutting, 3D printing & CNC milling

Skills

Design Thinking | Photoshop | Illustrator | InDesign | Sketch | FramerJS
RhinoCeros | RhinoCAM | Vrays | AutoCAD | Revit | Photography
HTML | CSS | JavaScript | C | Python | RAPID Programming | Arduino
CNC Router | Lasercutter | 3D Modeling | Hand & Technical Drawing