

EDUCATION

University of California, San Diego 2016 - 2020

B.S. Cognitive Science -
Human Computer Interaction
Minor Computer Science
Cumulative GPA 3.88
Provost Honors (x8)

Coursework

Interaction Design Studio
Web Client Languages
Design Communication
Data Science in Practice

SKILLS

Design & Wireframing

Sketch // Figma
InVision // Balsamiq
PhotoShop // InDesign

UX/HCI Methods

Human-Centered Design
Needfinding // Storyboarding
Lo/Hi-Fidelity Prototyping
Usability Testing

Front-End Development

HTML5 // CSS3
JavaScript (ES6)
Bootstrap 4
jQuery
Vue.js

Programming

Java // Python
C // C++ // Assembly
Git // GitHub
Google Apps Script

PROJECTS

Focus desktop web app
Swap mobile web app
Klema.io social network
CEC Life Carpool web app

EXPERIENCE

Computer Science Tutor

University of California, San Diego

January 2018 - June 2018
September 2018 - December 2018

Tutored students taking computer science courses at UCSD
Winter 2018 - Introduction to Programming in Java
Spring 2018 - Tutor Apprenticeship
Fall 2018 - Introduction to Programming in Java

Helped students work through assignments by debugging code and explaining programming concepts

Worked within tutor teams of sizes ranging from 2 to 40

Graded assignments, proctored exams, and facilitated lab sessions

Web Developer Intern

The Cultivation Project

July 2018 - August 2018

Worked in a small team (<5) to develop klema.io, a social network, after its initial launch

Focused mainly on updating user interfaces in HTML, CSS, and JavaScript to match the original InVision designs

Debugged code and worked closely with back-end developers to repair and add web functionalities

ACTIVITIES

Instructional Apprentice

University of California, San Diego

September 2018 - December 2018

Assisted Dr. Taylor Jackson Scott for course "Cognitive Consequences of Technology"

Met regularly with students to discuss the consequences of historical and modern technology and its design on cognition

Managed students' homework assignments, quizzes, and grades

Front-End Developer & User Interface Designer

Interaction Design Studio

September 2018 - December 2018

Collaborated with a team of 3 to develop Focus, a desktop web application that facilitates distraction-free study sessions

Designed the logo and user interfaces through iterations of prototyping and usability testing

Implemented user interactions using front-end technologies

User Researcher & Visual Designer

Design for America - college organization

October 2017 - June 2018

Applied the human-centered design process to improve Deaf accessibility through a technological approach

Interviewed over 20 members and representatives of the Deaf community in San Diego

Designed a visual mockup of Word of Hands, a mobile app add-on, with an interdisciplinary team of students