

## EDUCATION

### UC San Diego

2016 - June 2020

**B.S.** Cognitive Science -  
Human-Computer  
Interaction

**Minor** Computer Science

**GPA** 3.89

**Awards** Provost's Honors (x7)

## SKILLS

### Design Tools

Adobe InDesign  
Adobe Photoshop  
Balsamiq  
Figma  
InVision  
Sketch

### UX Methods

A/B Testing  
Lo-/Hi-Fi Prototyping  
Needfinding  
Personas  
Storyboarding  
Scenario Mapping  
Usability Testing  
User Interviews

### Front-End Development

HTML5  
CSS3  
JavaScript ES6  
React  
Vue.js

### Programming

Java  
C/C++  
Python

## WORK EXPERIENCE

### UX Design Intern at IBM

June - September 2019

- Designed task flows and user interfaces for IBM Asset Performance Management using an agile work process
- Developed design goals within sprints with tangible & actionable items
- Participated in user interviews and usability testing sessions with stakeholders
- Converged with design system team to create patterns
- Met regularly with offering management and development teams to stay aligned on design goals and product vision

### Computer Science Tutor at UCSD

January - June, September - December 2018

- Tutored students taking computer science courses at UCSD and managed curricular logistics
- Guided students through assignments and exercises by debugging code and explaining programming concepts
- Led and coordinated tutor teams of various sizes ranging from 3 to 30

### Web Developer Intern at The Cultivation Project

July - August 2018

- Developed user interfaces of klemma.io, a social network
- Migrated old UI designs to align with newer InVision designs using Vue.js
- Debugged code and worked closely with back-end developers to repair and add web functionalities

## ACTIVITIES

### Design for America

October 2017 - June 2018

- Applied the human-centered design process to design a solution for Deaf accessibility
- Interviewed over 20 members and representatives of the Deaf community in San Diego
- Designed a prototype of a mobile app add-on called Word of Hands