

EXPERIENCE

Quantifyd – UI/UX Design Intern

May 2025 – August 2025 | Remote

- Designed and developed 3 responsive landing pages utilizing HTML, CSS, and JavaScript, improving conversion rates by 18% and strengthening brand consistency across digital platforms
- Collaborated with engineers and PMs to deliver features informed by 30+ user feedback sessions, enhancing usability and interaction design quality
- Conducted usability testing and implemented accessibility practices to ensure WCAG-compliant, increasing inclusivity and reducing reported accessibility issues by 40%

UNC Department of Computer Science – Teaching Assistant

January 2025 – May 2025 | Chapel Hill, NC

- Facilitated weekly office hours, supporting 100+ students in HTML, CSS, JavaScript, and UI/UX design principles, contributing to a 10% improvement in average project scores
- Mentored 100+ students on UI/UX principles and design thinking through hands-on guidance and 1:1 critiques
- Developed 10+ interactive exercises simulating real-world UX tasks, boosting student design confidence and collaboration

1893 Brand Studio – UI/UX Designer

January 2025 – May 2025 | Chapel Hill, NC

- Redesigned websites for 5+ local businesses, increasing site engagement by 25% through detailed user flows, visual hierarchy, and Figma-based prototypes
- Collaborated cross-functionally with design and campaign teams to align UX strategies with client storytelling goals
- Conducted A/B testing with 20+ users, implementing design changes that boosted CTA click-through rates by 15%

Breast Cancer Hub – UI/UX Designer

August 2024 – May 2025 | Chapel Hill, NC

- Designed Breast Cancer Hub Organization's website into a user-centered mobile app experience for global breast cancer awareness
- Created 25+ wireframes and 3 detailed user flows that guided patients through complex medical content seamlessly
- Worked with engineers and PMs to align designs with technical feasibility, using usability testing and prototyping to launch in May 2025, boosting patient resource engagement by 30%

ADDITIONAL

Design

Interaction Design, Prototyping, Wireframing, User Flows, A/B Testing, Accessibility, Inclusive Design, Design Systems, Usability Testing, User Interviews, Market Research, Storytelling, OSX, IOS

EDUCATION

University of North Carolina at Chapel Hill

May 2027 | GPA: 3.8

B.A. Computer Science & B.S. Information Science

INVOLVEMENT

HackNC 2025 – Director of Marketing

April 2025 – Present

- Directing branding efforts for the Southeast's largest hackathon, increasing participant diversity and engagement through data-driven visual campaigns
- Managing a 10+ person committee and facilitated project timelines to ensure all marketing materials meet critical deadlines
- Producing multimedia content (photo, video) achieving 3,000+ impressions per post and boosting social engagement by 20%

Chinese Undergraduate Student Association – President

February 2025 – Present

- Organizing and leading impactful social and cross-cultural events with 30+ attendees, fostering diversity and cultural exchange on campus
- Supervising workflow and coordinating board members in event planning and execution, ensuring seamless operations and timely delivery of all initiatives
- Launched and managed the Big/Little mentorship program, successfully pairing over 50 mentees with 50 mentors and driving a ~10% increase in overall club engagement

AWARDS AND HONORS

Milwaukee Bucks Business Analytics Hackathon Winner 2025

Deans List Fall 2023 – Spring 2025

UNC Honors 2023 – Present

Accelerated Research Scholar

Assured Enrollment in School of Information Science

\$5k Summer Study Abroad Scholarship 2024

Tools and Languages

Figma, FigJam, Adobe Creative Suite, Canva, Notion, HTML, CSS, JavaScript, React Native, React.js, TypeScript, Python, Java, Microsoft Excel & Powerpoint