

EDUCATION	<b>Georgia Institute of Technology</b>		Atlanta, GA
	M.S. Human Computer Interaction, GPA: 4.0		May 2018
	<b>Georgetown University McDonough School of Business</b>		Washington, DC
	B.S.B.A. Accounting, Operations and Information Management		May 2015
	Minor: Computer Science		
EXPERIENCE	<b>PricewaterhouseCoopers</b>		New York, NY
	Associate, Financial Services Advisory Group		August 2015 - June 2016
	<ul style="list-style-type: none"><li>• Front-End Development/User Experience<ul style="list-style-type: none"><li>- Developed the customer facing self-service portal</li><li>- Assisted the offshore development team with developing the UI</li></ul></li><li>• Functional Role<ul style="list-style-type: none"><li>- Collaborated with developers, designers, and business owners to gather requirements for application</li><li>- Conducted QA testing in different development environments</li></ul></li></ul>		
	<b>BeneShoppe, Inc.</b>		Rockville, MD
	Founder, CEO		June 2013 - May 2015
	<ul style="list-style-type: none"><li>• Founded a nonprofit organization dedicated to generating value from underutilized items via an online store</li><li>• Executive Board Leadership and Management<ul style="list-style-type: none"><li>- Lead a board of 9 directors as well as teams from different schools</li><li>- Prepared paperwork for incorporation, licenses, and tax-exempt status</li></ul></li></ul>		
	<b>Georgetown University Computer Science Department</b>		Washington, DC
	Teaching Assistant		January 2014 - May 2015
	<ul style="list-style-type: none"><li>• Classes TA'ed: Intro to CS I and II, Advanced Programming</li></ul>		
	Research Assistant		
	<ul style="list-style-type: none"><li>• Developed Java program that scraped data from social media sites</li><li>• Developed front-end application for social media privacy calculator</li></ul>		
PROJECTS	<b>Lock-It</b>		August 2016 - December 2016
	UX/UI Designer, Researcher		
	<ul style="list-style-type: none"><li>• Conducted user research of student bikers and key stakeholders</li><li>• Designed and developed high fidelity prototype for mobile application</li></ul>		
	<b>Augmented Reality Storybook</b>		August 2016 - December 2016
	UX Designer, Developer		
	<ul style="list-style-type: none"><li>• Designed narrative and user flow for mobile application</li><li>• Developed augmented reality application via ArgonJS, Vuforia, and Twine</li></ul>		
SKILLS	<b>UX Design</b>		<b>Development</b>
	Sketch		HTML, CSS, JS
	Framer		C++
	Photoshop		Java
	Lightoom		
	Balsamiq		
			<b>UX Research</b>
			Prototyping
			User Testing
			Affinity Mapping
		Exploratory Analysis	