

## experience

### Meta / Software Engineer

Sept 2022 – Nov 2022 / New York City, NY

- Collaborated with engineering managers across various organizations (e.g., Oculus, Instagram, Messenger) to create new features/improve existing production frameworks
- Created and deployed a new UI for the Horizon Personal User Interface (PUI) on Oculus using Figma, ReactVR and JavaScript
- Engineered event creation CTA for Instagram Reels using Figma, Objective-C and Swift

### GitHub / Product Designer

Mar 2022 – Sept 2022 / San Francisco, CA

- Leveraged enterprise customer feedback to design an intuitive UI for GitHub's *Merge Queue*: starting from low-fidelity sketches, to implementation-ready Figma wireframes
- Identified customer need for more granular code changes; initiated development of visionary *stacked diffs* project, creating a design-ready roadmap for implementation
- Collaborated with product manager/eng team to increase engagement on pull requests by designing real-time notifications and threaded discussions

### Facebook / Software Engineering Intern

May 2021 – Aug 2021 / San Francisco, CA

- Took E2E ownership of launching two iOS features into production to over 1.4 million DAUs, collaborating with product designers, UX researchers, and data scientists
  - Engineered a post-video/audio call quality survey within Messenger Kids using Objective-C, Swift and UI/ComponentKit, and dynamically integrated text and image attributes from the back-end using GraphQL
- Worked closely with design team to implement a more interactive voice recording feature for Messenger Kids

### Facebook / University Engineering Intern

Jun 2020 – Aug 2020 / San Francisco, CA

- Designed and built an industry-level iOS application called *DeadStock* over the course of 8 weeks to monitor the rising and falling prices of highly sought after sneakers
- Conducted user research, created user personas, and put together low/mid/hi-fidelity wireframes for the application using Figma/InVision Design Studio
- Utilized Selenium and BeautifulSoup to scrape data from StockX.com and grab live data for the application interface

## education

### University of California, Berkeley

Aug 2018 – Dec 2021 / Berkeley, CA

B.S. Electrical Engineering & Computer Science, Jacobs Certificate in Design Innovation

*Leadership/Organizations: Valley Consulting Group, ASUC OCTO – Berkeley Mobile, Design@Berkeley, CS61C (Computer Architecture) Course Staff*

## addl. info

### Skills

Objective-C / Swift / Python / Java / C / HTML + CSS / GraphQL / SQL / Kotlin / React / JavaScript / Full Stack Web + Mobile Development / Figma / InVision Design Studio / Rapid Prototyping / SolidWorks

### Interests

Fashion Design & Construction / Graphic Design / 3D modeling / Robotics / Entrepreneurship / Surfing