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Education

University of California,
Davis
Bachelor of Arts in
Product Design
2018

Parsons New School
Certification:
Graphic & Digital Design
2017

Brainbench
Certification:
Web Design Concepts
2016

Experience

Quid Inc.
San Francisco, CA
[User Experience Designer](#)
Feb 2018 to Current
Enhanced and developed visual
content and strategy for a VC backed
startup alongside a cutting edge big
data machine learning and AI
platform by utilizing Adobe Creative
Suite software to promote brand
development.

HackDavis
San Francisco, CA
[Head of Design](#)
August 2017 to Jul 2018
Operated on a team of 25 to
organize annual hackathon through
UC Davis. Orchestrated website
design, event planning, branding,
and creating marketing content using
Adobe Creative Suite.

Quid Inc.
San Francisco, CA
[Design Intern](#)
Jun 2017 to Feb 2018
Designed, developed and launched a
variety of cross-media projects
including landing pages and content,
while iterating on internal style
guides.

Lucasfilm Entertainment
San Francisco, CA
[Information Systems Intern](#)
Jun 2016 to Sep 2016
Facilitated a cross-functional team
assessing and optimizing company
workflow through internal systems
and dashboards while developing
robust web and iOS applications
alongside a team of 12 with a focus
on product usability.

JoyRun
Davis, CA
[UI/UX Designer](#)
Mar 2016 to Jun 2016
Led initial branding and piecing
together application interface through
prototyping and user testing cycle for
iOS and Android alongside
engineering team.

Girls Who Code
San Francisco, CA
[Undergraduate Faculty](#)
Jan 2012 to Mar 2015
Advised and consulted on board for
Bay Area undergraduate students
that took part in organizing and
leading local community events
within selected school districts.
Fundraised over \$5,000 within a year
timespan. Explored digital branding
concepts as well as hosted all-girls,
design/coding workshops.

BLINK Global Livestream
Sacramento, CA
[UI Designer, Project Lead](#)
Jan 2014 to Dec 2014
Established interface & interaction
prototypes, focusing on multi-
language localization, user research
and synthesis on a 4-person AGILE
team while creating unique user

Recognition

HackDavis, ARCGis -
Best Use of ARCGis Platform
Jan 2017
Received monetary award for
developing an interactive map
platform showing water use in
buildings located on the UC Davis
campus.

Ruth June Design Foundation
Junior Women in Design
Honor May 2013
Gave a speech and was recognized
for various community-oriented,
human-centered design projects led
by Daughters of Paradise.

Young Women in Tech -
The 2013 Young Founders
Award
Nov 2013
A monetary award for leading Girl
Code Academy and Daughters of
Paradise in forward thinking and
providing resources for young girls
with interest in Computer Science.

Skill

Design
InVision, Origami, Axure, Adobe
Creative Suite (Illustrator,
Photoshop, AfterEffects,
DreamWeaver, Premiere), Arduino,
SketchUp, Rhino 3D, Maya, Blender,
3DS Max, Final Cut Pro

Programming
JavaScript, CSS3, HTML5/CSS3,
Python, React Native, C

Extracurricular

#include
Davis, CA
[Chief of Design, VP](#)
Feb 2016 to Feb 2018
Mentored and directed an AGILE
team of 20 developers that focused
on creating individually tailored web
and iOS applications for nonprofit
organizations. Shaped branding,
design research, strategy and
interaction design regarding user
experience frameworks.

Pioneer Elementary School
[Math & Science Teaching Aid](#)
June 2014 to Aug 2017
Mentored and led kindergarten
classes 3 days a week, teaching
basic math and science concepts
through interactive experiences and
activities.

AP Therapeutic Riding
Program
[Riding Instructor](#)
Sep 2014 to June 2016
Co-led a hippotherapy program as a
certified PATH riding instructor for
children and young adults with
intellectual disabilities.

Special Olympics
[Experience Designer](#)
April 2011 to Sep 2014
Accompanied small local design
team for events throughout Southern
California and assisted athletes with
intellectual impairments year-round.