

work

UX Research Intern

Handshake

01/2020 – 04/2020

Drove foundational research on the career discovery path of 5+ million college students, defining priority audience segments and molding business strategy.

Led rapid design and strategy for self-identification features in the student profile to be inclusive for all students, working directly with VP leadership.

Proposed and executed longitudinal research initiatives, adapted methods and goals amidst COVID-19 to rapidly introduce critical virtual job search features.

Product Design Intern

Palantir Technologies

05/2019 – 08/2019

Designed features and implemented detailed elements on Gaia, a collaborative geospatial tool powering critical government and philanthropic workflows.

Directed ecosystem-level design and implementation strategy to contextualize and clarify user understanding of complex network dependencies.

Initiated and conducted usability testing to accelerate the launch of 3 new interactive data visualization features for 5 major global investigative clients.

Experience Designer

Rebis Immersive

07/2019 – 08/2019

Created brand assets and designed interactive elements for 2-hour immersive dance performance – *Those Before Us*, attracting 2k+ attendees over two weekends with work featured in Broadway World and Time Out New York.

Product Design Intern

Shopify

09/2018 – 12/2018

Designed scalable interactions of complex features, and defined content guidelines for the Shopify Flow integration development experience.

Led usability testing on trial features to define success metrics around trust on Shopify Plus automation tools, streamlining 1+ billion business processes.

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Founder

16 Weeks of Internships

04/2019 – Present

Founded and led team of 18 students to create accessible, student focused content, totalling 40k+ Youtube video views to humanize internships and lower the barrier of tech industry jargon.

Community Lead

UW/UX

05/2018 – 12/2019

Led team to organize events, talks, and workshops in collaboration with local industry professionals, levelling-up and bringing together the University of Waterloo design community.

President

UW Blueprint

08/2019 – 12/2019

Directed the student team of designers, developers, and product managers at the University of Waterloo focused on building technology for local and international non-profit organizations.

toolbox

Figma, Sketch, Principle, Adobe CC, HTML/CSS, jQuery, C++.

Systems and service design, product strategy, interaction and visual design, design collaboration and facilitation.

Qualitative and quantitative research methods and analysis, reporting and communication.

school

University of Waterloo

09/2017 – 05/2022

Bachelor of Applied Science, Systems Design Engineering