

## education

### **Cornell University** B.S. Computer Science Aug. 2018 - May 2022

- **Minor:** Information Science, UX Design
- **Relevant Coursework:** Digital Product Design, Human-Computer Interaction, Consumer Behavior, Communication and Technology, Computer Graphics, Computer Vision, Intro to Game Design, Data-Driven Web Applications, Language and Information, Innovation and New Product Management, Networks

## experience

### **Pandora** Associate Product Designer Aug. 2022 - Present

- Creating tools that inspire and empower artists to connect with their fans.

### **Pandora** Product Design Intern Jun. 2021 - Aug. 2021

- Designed an internal tool to make chart curation more efficient, and designed the external website for Pandora charts to increase the media value of charts.
- Presented interview findings and hi-fidelity prototypes to leadership and stakeholders.

### **Way** Product Design Intern May 2020 - Sep. 2020

- Redesigned the mobile app's order placement flow to optimize efficiency.
- Created a design system to standardize elements across Way's product suite.

### **Paravane Ventures** UX Design Consultant May 2020 - Jul. 2020

- One of ten designers selected out of 4000+ to participate in the program.
- Won two of the three design challenges hosted by the program.
- Redesigned platforms to better meet user and business goals for Paravane companies.

## activities

### **Cornell AppDev** Product Designer Sep. 2019 - May 2022

- Built apps with PMs and engineers to make life easier for over 5K students.

### **Cornell Big Red Raas** Captain, Marketer, Dancer Sep. 2018 - May 2022

- Led the team to nationals for the first time and increased social media presence by 3x.

### **Digital Product Design** Teaching Assistant Jan. 2020 - Dec. 2020

- Taught lectures and led critique sessions on product thinking, interaction design, and visual design.

## projects

### **Resell** Jan. 2022

- Designed an app to facilitate thrifting at Cornell.
- Completed discovery and design, and achieved beta launch in two semesters.

### **Exceed** Jul. 2020

- Designed an app that allows busy professionals to continue learning.
- Winner in a design case competition.

## skills

Product Thinking  
User Research  
Visual Design  
Interaction Design  
Service Design  
Usability Testing  
Wireframing  
Prototyping

## tools

### Design

Figma  
Sketch  
InVision  
Photoshop  
After Effects

### Code

React.js  
HTML/CSS  
D3.js  
Python  
Java

## honors

- **2x** Paravane Ventures Product Design Case Winner
- **10x** Instagram Art Contest Winner
- **5x** Dean's List