

Work Experience

'20 - '24	ChargePoint Senior User Experience Designer	Led mobile app redesign to meet accessibility standards, improve usability, and pilot a design system with product and engineering. Researching and developing feature improvements to provide drivers a best in class charging experience. Worked with designers and researchers on internal sales tool, fleet management systems, and account management, and more.
'17 - '20	Tulco Labs User Experience Designer	Designed tools for optimizing employee efficiency for B2B clients; shipped project reduced data entry time by 80%. Owned research, product development, and prototyping while working closely with engineers, data scientists, and clients to implement designs.
'15 - '16	Symkala Visual and Experience Designer	Established branding system, designed workflow journeys, and prototyped interfaces and interactions for managing, analyzing, and visualizing structured and unstructured data
'15 - '15	Design Patterns in Online Math Tutors Research Assistant	Sorted through data, analyzed affect values, identified patterns in online math tutoring systems. Utilizing a data mining approach, designed experiments to determine best e-learning practices.

Projects

'17 - '17	Fibo User Experience Designer	In partnership with PNC Banking, prototyped a digital personal assistant that builds long term customer relationships by developing customer's financial literacy and decision making skills.
'17 - '17	I Lived, We Live: What Did We Miss? Visual Designer	With the residents of Hazelwood, Pittsburgh, we designed a exhibit exploring the impact of systemic divestment in a community. Responsibilities included interviewing stakeholders, developing a curatorial narrative, and designing exhibit graphics and wayfinding.

Education

'13 - '17	Carnegie Mellon University BFA in Communication Design, Minor in Human Computer Interaction	Szylinski Blue Sky Thinking Award, School of Design Merit Award, University & College Honors
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Skills

Adobe Creative Suite, Figma, CSS/HTML, Javascript, User Experience Research, Mandarin, Accessible Design