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education

New York University

Tandon School of Engineering

B.S. Integrated Design and Media

Minor in Technology Management

Minor in Psychology

August 2018 – May 2023 (expected)

awards

Published Paper

DOI: 10.1145/3441852.3476555

Young Innovator

UCLA SCIART NANOLAB

July - August 2017

1st Place, Photography

Exhibition of Photography at the

San Diego County Fair

June 2016

skills

Agile Methodology

Scrum

Interaction and Experience Design

Adobe Creative Suite

Figma

Wireframing

Prototyping

HTML + CSS

Design Thinking

User Research

Accessible Design

Storytelling

Usability Testing

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experience

The Verse

Product Manager — August - December 2022

- * Implemented the agile management system for all 79 employees within the start-up
- * Ran operations including daily stand-ups, product meetings every 2 weeks for sprint cycles, properly maintained a backlog, oversaw the building and shipping of technical products, and mentored interns who wanted to learn product management
- * Managed cross-functional teams with computer engineering, UX/UI, art direction, narrative leads, and other stakeholders to build 3 different video games

Multimedia Design Intern — June - August 2022

- * Worked cross-functionally with psychology students, artists, and computer science engineers to gamify mindfulness practices and reinforce pro-social behavior
- * Executed designs and game mechanics with team members to create tools to measure the game's impact on wellbeing

humanID

Product Management Intern — May - August 2022

- * Led the humanID x Discord authentication team working with computer science engineers, designers, and the project lead
- * Learned from a product manager how to run agile within a start-up, and was responsible for project planning, scope, and optimizing productivity within the discord project
- * Conduct competitor analysis, user research and usability testing

NYU Music Experience Design Lab

UX/UI Apprentice — January - December 2021

- * Conceptualized and designed web-based application for sight impaired users and worked cross-functionally with computer science engineers and the product lead
- * Researched optimal UX/UI for sight-impaired musicians using user testing and design thinking strategies
- * Executed designs with InDesign and implemented final version with a computer science engineer designs using CSS & HTML