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New York, NY. 10014

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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

UX/UI Interaction & Experience Design

Research & Development

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 2022 - Present

- * Implemented the agile management system for all 79 employees within the start-up
- * Ran operations including daily stand-ups, product meetings, 2 week sprint cycles, properly maintained a backlog, oversaw the building of technical products, and mentored those 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 2022 - 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 2022 - 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 2021 - 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