

Education

Cornell University • Expected Graduation: May 2024

B.A. in Information Science, Minor in Game Design • GPA: 3.91

Relevant Coursework: HCI Studio, Qualitative User Research & Design Methods, Game Design, Digital Product Design, Design & Prog. for the Web, Consequences in Computing, Networks

Skills

Design Tools • Figma • Miro • Photoshop • InDesign • Illustrator • Procreate

Fine Arts • Drawing • Interactive Art • Digital Art • Painting • Print Media • Sculpture

Experience

Cornell Lab of Ornithology • **Product Designer**

January 2021 - Present

- Building components for the organization's design system by conducting user research, to be used across the lab's website and applications.
- Modernizing deprecated iconography to produce an intuitive user experience to improve consistency and accessibility.

Cornell Computing and Information Science • **Teaching Assistant**

February 2021 - Present

- Mentoring students through a course focused on the entire design process, to ultimately build an industry-standard design case study in INFO 3450: HCI Design.
- Lead critique groups and guiding students to create a functional prototype, that implements new features on an existing iOS app in INFO 1998: Digital Product Design.

Develop for Good • **Product Designer**

August 2021 - October 2021

- Researching and conducting usability tests to create website iterations for *An Easier Mile*, a service that extends provides health services to minorities.

Herbert F. Johnson Museum of Art • **Bartels Scholar for Education Intern**

June 2021 - August 2021

- Created educational, flat illustrations and interactive workshops to boost the engagement with student organizations and within the greater Ithaca community.
- Researched 80+ object summaries curated to create referential material, of upcoming exhibitions, to be used by 28 faculty members and the general public.

Activities

Cornell Creatives • **Co-President, Former Design Lead**

June 2020 - Present

- Directing board meetings to provide challenging tasks to foster members' growth.

Design Consulting @ Cornell • **Product Manager**

October 2021 - Present

- Managing the website redesign and rebrand for *Tavus*, an AI video generator startup.

"The Plastics Challenge Podcast" • **Brand Designer**

November 2020 - July 2021

- Sparked community dialogue as the sole designer through prototypes and research.
- Launched brand identity by designing marketing assets and promotional materials.