

EXPERIENCES

2015 - current

Interaction designer @ Sociomantic Labs, gmbh

Design web + mobile business platform for programmatic ads display, Initiated & led the user research across global offices and promoted user-centered design approach

2014

Freelance designer @ South America

Backpacked around South America designing B&B websites

2013

Research assistant @ Carnegie Mellon Robotics institute

Conducted initial design research for an assistive navigation technology for the visually impaired

2013

Design consultant @ Platypus, LLC

Designed a water monitoring platform for local farmers

2011 - 2013

Interaction designer @ Carnegie Mellon HCI Institute

Chelada project : designed a context-aware task management mobile app that allows social sharing & communication
Engage project : designed socio-emotional assessment for children based on behavior coding and storyboarding

2010 - 2011

Research assistant @ Health & Human Performance Lab

Studied human performance by analyzing cognitive, emotive and physiological responses with fMRI, ERG, HRV

EDUCATION

2014 - 2015

Master of Advanced Studies in Interaction Design @ SUPSI, Switzerland

Focused on collaborative hands-on projects in physical computing and quick prototyping

2010 - 2013

Bachelor of Science in

Human Computer Interaction and Cognitive Science @ Carnegie Mellon University, USA

Psi Chi Honor Society, Dean's Honor List

Explored courses and seminars across various disciplines

AWARDS

2016_ Shortlisted for Red Dot Design Concept Award

2016_ 1st place in Business Idea Competition sponsored by Swiss Commission for Technology and Innovation

2015_ Concept and People's Choice Award in Converge Hackathon co-organized by Google and Frog Design

2015_ Exhibited in Grafica

SKILLS

Storyboarding & sketching

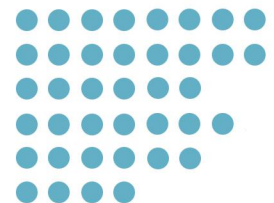
User research methods

Sketch, Adobe XD

Photoshop, Illustrator

HTML5 + CSS3 + JS

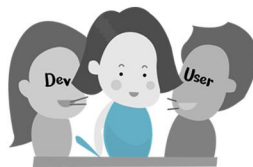
Python, Arduino



STRENGTHS



Extracting insights and creating a **new concept**



Quickly **visualizing** ideas and communicating those to various stakeholders



Initiating collaborations and **inspiring** others

*As a design multiplayer, all I want is to make things and explore everyday.
I feel lucky to do the design that is not just about turning things pretty but
about solving problems in a creative and experience-oriented way.*

