



EXPERIENCE

Present

Jan 2021
(Apr - Jun 20')

DEXCOM

Lead UX Researcher & UI Student Intern

- Explored areas of diabetes education, emotional support, and telehealth through user research and moderated interviews with physicians and patients to find opportunity points.
- Conducted weekly presentations, delivered wireframes and interactive prototypes to the Dexcom stakeholders and designers.

Present

Feb 2021

DESIGN FOR AMERICA

Lead UX/UI Student Designer

- Leading a team of students to design, prototype, and wireframe the user interface of an application for a non-profit organization that connects first-generation students to resources that help them apply to college.

Present

Dec 2020

STACKS

UX/UI Designer

- A student-led startup with the goal of providing aggregated, optimized discounts.
- Responsible for conducting user interviews, testing and creating prototypes.

Dec 2020

Jan 2019

DIABETES DESIGN INITIATIVE

UX/UI Design & Product Management Intern

- Organized and led a team of design students and engineer through user research and user experience design to reimagine diabetes education.
- Prototyped then implemented InsuLearn, a data visualization tool website.

CONTACT

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PORTFOLIO:

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SKILLS

DESIGN: Interactive Prototype, Mockups, Style Guides, Sketching, Wire-framing, Paper Prototyping, User flow

RESEARCH: User Testing, A/B testing, Ethnographic Research, User Journeys, Moderated Interviews, Competitive Analysis, Quantitative and Qualitative research

TOOLS: Adobe Creative Suite: Photoshop, Illustrator, XD, Indesign, After Effects, Figma, Sketch

DEVELOPMENT: HTML/CSS, JavaScript, Java (basic), Python (basic), Git, Heroku

EDUCATION

University of California, San Diego
2017-2021

B.A: Speculative Design
Minor: Cognitive Science with
Specialization in Design & Interaction

UC San Diego Extension
2019-2020
Front End Development Certification