



## EXPERIENCE

## CONTACT

### Present — DEVELOP FOR GOOD

Apr 2021

#### Product Manager

- Guiding a team of six UX/UI designers to redesign the LGBT Community Network.
- Developing a responsive and accessible website for the client's organization that increases user retention and engagement
- Creating and managing product strategy, roadmap, and planned features that is driving the execution of the design/implementation

### Present — DESIGN FOR AMERICA

Feb 2021

#### Lead UX/UI Student Designer

- Connecting first-generation college students in the UC San Diego Trio program to resources that help them throughout their college experience
- Leading a team of students through the design process and research of user interviews, synthesizing data, wireframing and prototyping

### Present — STACKS

Dec 2020

#### UX/UI Designer

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

### Apr 2021 — DEXCOM

June 2020

#### 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.

### Dec 2020 — DIABETES DESIGN INITIATIVE

Jan 2019

#### UX/UI Design & Product Management Student 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.
- Led prototyping initiatives and strategies to determine product needs

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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, Wordpress, Balsamiq

**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