

Education

Johns Hopkins University
B.S. - Biomedical Engineering
Minors - Robotics, Computer science, Entrepreneurship & Management

Baltimore, MD
2022 - 2026

Current Extracurricular Activities: Chair of the Whiting Engineering Design Center Student Advisory Board; Co-Chair of Marketing at the Hopkins Organization for Programming; Treasurer for the Japanese American Students Association; Zumba Fitness Instructor at the Ralph O'Connor Recreation Center

Experience

Clinical Development Engineering Intern

June - August 2024

Moon Surgical

- Conducted design validation usability **studies with 15 surgeons**, including 4 human cadaver labs
- Co-authored **510(k) FDA submission** protocol and paperwork for Maestro **surgical robotic assistant's** advanced feature ScoPilot
- **Interviewed 20 clinicians** to explore prioritization of future applications of Maestro and ScoPilot
- Developed a **unique interactive demo** and training game for Maestro's commercial launch
- Shadowed and analyzed **laparoscopic procedures** at various surgery centers
- Designed and casted a **custom gynecologic model** for the uterine manipulator project

Biomedical Engineering Design Team Leader

January 2024 - Present

Johns Hopkins Biomedical Engineering

- Selected to lead one of 20 student teams of **8 undergrads to develop a medical device** with a clinical mentor over the course of one year
- **Shadowed minimally-invasive robotic surgery** at the Johns Hopkins Hospital and identified **unmet clinical needs** with root cause analysis

User Interface and Experience Designer

May 2023 - December 2023

Quest2Learn

- Programmed Python-based web application for **dermatology education** (Derm Discovery)
- Designed an app interface in Figma for lab skills development tool featuring AR and AI (Quest2Learn AR + Lab Co-Pilot)
- Conducted **user interviews** to understand root problems in laboratory science education

Biological 3D Modeling and Animation Developer

August 2022 - January 2023

MagIC Lifescience Inc.

- Created **professionally-animated 3D simulations** for demonstrating the startup company's biotech product
- Led team meetings and planning for animation production

Bioengineering Team Summer Intern

June 2022 - August 2022

Stanford Institute of Medicine Research Program, Shriram Center for Bioengineering

- Worked with a high school student team to **create a medical device** that addresses the issues of emergency allergy medication
- Responsible for CAD, 3D printing, animation, and website development

Projects

STEMables - Educational Tech Blocks (<https://bit.ly/stemables>)

- Rearrangeable 3D-printed blocks to create an infinite number of smart circuit sensor systems.
- Mission for visually-impaired and dexterously-challenged kids to learn electronics and programming in a fun, easy, and accessible way.

CPACE - Assistive Technology for Quadriplegia (<http://bit.ly/projectcpace>)

- Mission to develop a "robotic arm" assistive device for my best friend with cerebral palsy to use a smartphone.
- Redesigned as an affordable way for a person with quadriplegia to use any touchscreen.

Auto Mask - Build for COVID 19 (<http://bit.ly/auto-mask>)

- Inspired thousands during the quarantine by designing a robotic face covering to make mask-wearing more hygienic and comfortable.

Skills

- CAD/3D Design/Animation (Onshape/Blender/Solidworks)
- Programming (Python/C++/MATLAB/Java)
- Web Development (HTML/CSS/JS/Wix/Squarespace)
- Electronics Prototyping (Arduino)
- Design Thinking Process (UI/UX)
- Photo/Video Editing (Photoshop/HitFilm/Capcut)
- Foreign Languages (Mandarin/Japanese/Taiwanese)

Awards

A. James Clark Scholar (2022) - \$100,000 merit

JHU Whiting School of Engineering

Charles Schwab Scholarship Award (2022) - \$10,000 merit

Professional BusinessWomen of California

Senior Innovator Award & Innovation Diploma (2022)

Design Tech High School