

## EDUCATION

**Wellesley College**, Wellesley, MA, United States of America

*Sept. 2021 – May 2025*

**B.A. Cognitive & Linguistic Sciences, concentration in Psychology**

**B.A. Media Arts & Sciences, concentration in Computer Science**

## RELEVANT SKILLS

**Spoken Languages:** Native proficiency in English & Portuguese. Working proficiency in French & Spanish.

**Programming Languages:** Java, Python, JS, HTML/CSS, R, C#.

**Technology:** Photoshop, Figma, Blender, Unity Game Engine, Git, ArcGIS, Miro, Balsamiq, Jamovi, SPSS.

**Art:** 3D printing, 3D scanning, graphite, ink, charcoal, oil paint, clay, plaster, wire, wood, silicone, alginate.

**General:** Effective problem-solver and innovative thinker; Excellent critical thinking skills; Notable attention to detail; Strong interpersonal skills; Great balance of technical and artistic abilities.

## WORK EXPERIENCE

**Wellesley College Child Study Center**, Teacher • Wellesley, MA, USA

*Jan. 2025 – Present*

- Work with 3-year-old children to create, support, & ensure a safe & engaging environment, promoting independence & play.

**Juniper**, Restaurant Support and Kitchen Staff • Wellesley, MA, USA

*Sept. 2023 – Present*

- Set, maintain, and clean dining area, serve and seat customers, provide quality service, train new hires, take phone orders;
- Prepare ingredients for service, as well as create, plate, and serve appetizers and dessert to customers.

**Innovation, Design, and Engineering Academy (IDEA)**, Teacher • Wayland, MA, USA

*June 2024 – Aug. 2024*

- Created lesson content and materials to teach high school students about how language affects human thought;
- Supported and aided in the creation of student projects.

## RESEARCH & PROJECTS

**AELN**, Creator • CS & MAS Departments, Wellesley College

*Jan. 2025 – Present*

- *Technologies used:* Unity Game Engine, C#, GitHub, Blender, Photoshop, Google Workspace;
- Designing and developing, with a 4-person team, a 3D video game focused on educating players on addiction.

**Use Your Inside Voice**, Lead Researcher • Psychology Department, Wellesley College

*Sept. 2024 – Dec. 2024*

- *Use Your Inside Voice: The Effects of Emotion Word Priming on Children's Independent Use of Emotion Words;*
- *Technologies used:* Jamovi, Photoshop, PSYCInfo, Zotero, Google Workspace.
- With a partner: designed, developed, conducted, & wrote-up research with preschoolers on the effects of emotion word use.

**Psilocybin & the DMN**, Primary Investigator • Psychology Department, Wellesley College

*Sept. 2024 – Dec. 2024*

- *To what extent does psilocybin affect functional connectivity in the default mode network (DMN)?;*
- *Technologies used:* PSYCInfo, Zotero, Google Workspace;
- Researched, analyzed, and developed a literature review about the effects of psilocybin on communication within the brain.

**Organizational Examples**

*Aug. 2020 – Present*

- [Spreadsheet for studying](#) (using Google Sheets);
- [Mindmap for statistics](#) (using XMind);
- “Notebooks” for class (“best formatting in years”) (Examples: [1](#), [2](#), [3](#)) (using Google Docs).

## CAMPUS INVOLVEMENT

**Yanvalou: Drum & Dance Ensemble**, Member • Wellesley College, MA, USA

*Feb. 2023 – Feb. 2025*

- The group focused on music and dance of the African diaspora; primarily of Brazilian, Ghanaian, and Haitian cultures;
- Helped members learn songs & dances, while assisting with ideation, guests, & facilitating group communication;
- Appointed to the executive board January 2024 to December 2024 as costume manager;

**Fever Dancers: Afro-Caribbean Dance**, Member • Wellesley College, MA, USA

*Jan. 2024 – Feb. 2025*

- Facilitated communication between members by sharing reminders, creating chats, taking notes, and organizing material;
- Acted as communications chair from September 2024 to February 2025.

**Blue Notes a cappella Group**, General Member • Wellesley College, MA, USA

*Jan. 2023 – May 2023*

- Sang backing vocals and solos with parts ranging from alto 2 to soprano 1, and assisted other members.