

EXPERIENCE

TEDxUofW // Seattle, WA

2016 - Present

Designer » Production Manager » Curator » Design Manager

- Leads a team of four in branding, product, graphic, and photographic design
- Coordinated high-level planning for both general and executive teams (30+ people)
- Managed a team of five to organize the day-of logistics for a TEDx conference

University of Washington Housing & Food Services // Seattle, WA

2017 - Present

Resident Adviser

- Supports 60+ residents of the Engineering Living Learning Community
- Builds community through inclusion, conflict resolution, event design, and marketing

Robolink Inc. // San Diego, CA

2016, 2018

Intern » Instructor, R&D, and Multimedia

- Taught coding principles to various ages using robots, drones, and self-driving cars
- Tested and developed products through 14 weekly iterations with a team of engineers

EDUCATION

University of Washington // Seattle, WA

June 2020

BS in Human Centered Design and Engineering; Minor in Environmental Studies

Tsinghua University // Beijing, China

Autumn 2017

Discussed and developed internationally-focused sustainability solutions

EXTRACURRICULARS

Rainy Dawg Radio - DJ

2017 - Present

- Curates and hosts a weekly show that is streamed live on-air

University of Washington Mobile Planetarium - Volunteer

2016 - 2018

- Taught astronomy as a part of outreach to local elementary and high schools

League of Amazing Programmers - Student & Volunteer Teacher

2010 - 2016

- Prepared students of various ages for the AP Computer Science Exam
- Completed courses in Web Security, App Design, and Software Engineering

RECOGNITION

Achievements // Java SE 8 certification, UW's ISSDC 2019 winner, 8 film festival category wins

Honors // UW Dean's List, AP Scholar with Honors, Scholastic National Gold Medal Recipient

Scholarships // New York Life Foundation Scholarship, Purple & Gold Scholarship

SKILLS

Design // 3D models, digital graphics, ideation, interactions, logos, prints, prototypes

Video // advertisements, animations, documentaries, editing, live events, narratives

Research // data visualizations, evaluations, interviews, observations, surveys, usability testing

Software // Ableton, Arduino, Blender, Figma, Illustrator, Photoshop, Premiere Pro, Tableau

Code // CSS, HTML, Java, JavaScript, Python