



EXPERIENCE

Pupil – Product Designer

JUN 2021 – PRESENT

Designing a networking platform that helps build relationships between mentors and mentees.

Design for America – Lead UX Designer and Researcher

FEB 2022 – MAY 2022

Spearheaded a team of 6 for a national project addressing how young adults can become more financially empowered.

Pareto Care – UX/UI Design Intern

APR 2021 – OCT 2021

Designed wireframes and prototypes of a platform that helped stakeholders prevent heart failures.

Dexcom + Design Lab – UX Designer and Researcher

JUN 2021 – AUG 2021

Collaborated in a team of 6 to redesign Dexcom G6 app in the new market for people with type 2 diabetes.

ACM @ UCSD – UX/UI Designer

JUL 2020 – MAR 2021

Designed and developed different prototypes for 1,000+ members including place reviewing, teammate finder, and voting/poll creator.

LEADERSHIP

Design for America – UCSD Team Co-Lead

NOV 2021 – MAY 2022

Orchestrated a cohort of 17 designers for the To Be Designed program with 3 projects to tackle San Diego local challenges. Responsibilities in team recruitment, guidance, and management.

EDUCATION

University of California, San Diego

SEP 2019 – DEC 2021

B.S. in Cognitive Science: Design & Interaction (GPA: 3.97)

SKILLS

Design

User Research, Usability Testing, Prototyping, Information Architecture, Interaction Design, Wireframing

Software

Figma, Adobe (Illustrator, Photoshop, XD), HTML/CSS, GitHub, Miro