

## | WORK HISTORY

### **Lead UX Developer / Product Manager - Drew's Honeybees**

Norwich, CT • 05/2020 - Current

- Implement responsive Liquid-based web app using elements of WCAG 2.1 and screen-reading apps to improve accessibility.
- Lead design and code reviews with designers and developers.
- Build custom blog and media components to reduce load times by 75% and remove third party dependencies.
- Increase click-through rate by 37% by optimizing site features

### **UX Developer - Social Standards**

Oakland, CA • 05/2022 – 08/2022

- Iterated on and developed new features for Vue-based data visualization and market research platform. Applied WCAG and user heuristic principles to ensure feature usability.
- Resolved integration issues with back-end API
- Revised and developed components to simplify user flows, improve feature discoverability, and minimize database queries in user management and item lookup features.

### **Teaching Assistant - UC Santa Cruz**

Santa Cruz, CA • 01/2020 – 06/2021

- Instructed 200+ students in user research and prototyping using Figma, HTML, CSS with focus in accessible design.
- Mentored students in designing user-driven products.

### **UX Engineer - Industrial Ecology Research Services**

Santa Barbara, CA • 07/2019 - 10/2019

- Developed responsive Angular WCAG-compliant web application to search for sustainable certified products.
- Collaborated with engineers to define API specs for retrieving data from 5mil+ item database.

### **Android Dev Intern - Shoonya Digital**

Santa Barbara, CA • 06/2018 - 09/2018

- Implemented interactive, multi-level Hindi learning game

## | PROJECTS

### **Machine Learning Image Generation – Thesis Project**

- Python-based thesis project proposing, building, and validating a novel interface for ML image generation algorithms.

## | SKILLS

### **Engineering**

Front-End Development, Vue, Angular, React, NextJS, Javascript, Typescript, HTML, CSS, Python, C++, SQL, Spring, Machine Learning

### **Research + Design**

Adobe XD, Photoshop, Illustrator, Figma, Prototyping, Wireframing, Mixed-methods research, Accessibility testing, Qualitative and quantitative research, User stories, Information architecture, A/B Testing

## | EDUCATION

### **UC Santa Cruz**

Masters in Computational Media

### **UC Santa Barbara**

Bachelors in Computer Science  
Minor in Arts and Technology

## | EXTRACURRICULARS

### **UX Engineer - Develop for Good**

April 2021 – June 2021

- Conducted user research to design responsive web app linking volunteers to local nonprofit projects.
- Wireframed application with Figma and built custom features with pure HTML, CSS, and Javascript

### **Circle K International - Technology Chair**

Mar. 2017 - Mar. 2019

- Created site to showcase local volunteer efforts and allow user registration