

Volunteer Instructor - Product Design

University of Minnesota

2014-Present

- Lead a group of 6 students through the full product development process beginning with brainstorming and research, moving to concept development and user testing, and working through low, mid, and high-fidelity physical prototypes
- Troubleshoot student roadblocks and coach them towards solutions
- Grade student work and give feedback on performance throughout the course

Design Student Alumni Board Member <- President

University of Minnesota

2016-2021 (Presidential Term 2020-2021)

- Connect students and alumni by planning events
- Elected president after just 2 years of serving on the board
- Recruited talent for both the Design in 7 and Dirty Laundry speaker series' with a focus on advocacy for a diverse lens

EDUCATION

UX/UI Design Certificate

University of Minnesota

June 2022-Nov 2022

Bachelor of Industrial & Systems Engineering

Product Design & Management specialties

University of Minnesota

2011-2016

SKILLS

UX/UI Design & Dev	Tools	Research	Project Management
<ul style="list-style-type: none">• Site Mapping• Wireframing• Prototyping• Style Guide Building• UI Design• ADA Compliance• HTML/CSS/JS	<ul style="list-style-type: none">• Figma• InVision• Adobe Suite• Office Suite• Trello• Visual Studio• Solidworks	<ul style="list-style-type: none">• User Interviewing• Persona Creation• Data & Analytics• Affinity Diagraming• Empathy Mapping• Card Sorting• Usability Testing	<ul style="list-style-type: none">• Smartsheet• Team Leadership• Peer Coaching• Project Proposals & Execution