

education

northwestern university

class of 2020

m.s. engineering design innovation

- o human-centred design studios [service, interaction, and product]
- o design research
- o design communication + methods
- o designing product interactions
- o design strategy
- o human-computer interaction

northwestern university

class of 2019

b.s. manufacturing and design

engineering; major in psychology

- o mechanical design + manufacturing
- o industrial design methods
- o consumer psychology + marketing research
- o decision making

technical skills

design

adobe creative suite

wireframing

invision

balsamiq

figma

industrial design sketching

design of experiments // factorial design

user research

ethnographic research

user interviews + testing

a//b testing

journey maps + user personas

human factors

engineering

rapid prototyping

materials selection

mechanical testing

nx

solidworks

html // css

experience

shure incorporated || incoming product research [ux//id] intern

june 2020 – september 2020

center for connected learning || ui // ux designer

april 2020 – present

created wireframes for the physics lab and netlogo mobile applications

using balsamiq and figma;

acted as project manager for the new donation features being added

camp cloud || ui // ux intern

july 2019 – august 2019

created user personas of customers who use various e-commerce sites to understand their shopping habits;

streamlined the website interaction experience by first creating journey maps then making alterations to make the check-out process a simpler experience

projects

indianapolis star || design lead

march 2020 – present

created a community forum that newcomers to hamilton county could use to find resources and information, and connect with others;

shared various design thinking tools with multidisciplinary team, including personas, journey maps and service blueprints

feeding america || user research lead

january 2020 – march 2020

created a feature that can be integrated into existing food delivery apps that makes donating easy and impactful;

led the user research process, including interviews and testing sessions designed wireframes for the feature using figma

hopelab || design lead

january 2020 – march 2020

designed a virtual safe space app targeted for lgbtqia+ youth, allowing them to create a character and interact with a bot or other users;

created wireframes for the components of the app using figma

world wildlife fund || design lead

january 2019 – june 2019

engineered concrete blocks made of recycled materials and conducted testing to determine mechanical properties;

performed statistical analysis to find the optimal recipe of blocks, which was determined through factorial design