

Education	<b>Carnegie Mellon University</b> Pittsburgh, PA 08/2021 - 05/2025	Bachelor of Science Human Computer Interactions & Business Administration
	<b>Experience</b>	
	<b>Carnegie Mellon University</b> Teaching Assistant 08/2023 - 12/2023	Taught mobile web design and development principles to a class of 20+ students. Facilitated 2 real-client projects to provide hands-on learning experience and mentorship
Projects	<b>Uber</b> Product Design Intern 05/2023 - 08/2023	Redesigned UberEats' post-order rating system, transitioning it to a grocery-centric model and implementing replacement item ratings, which increased user satisfaction by 30% and enhanced Uber's backend data capabilities
	<b>Carnegie Mellon University</b> Research Assistant 08/2022 - 05/2023	Published an article with 800+ downloads in the ACM Interactions library on minority character representation in video games in support of Player-Programmed Partner Games' objectives
	<b>USTA PNW</b> Graphic Designer 03/2024 - 04/2024	Won first place in the 2024 T-shirt Design Competition for the Sectionals Championship, emerging as the favorite out of over 115 entries. Product will be widely distributed and worn during the upcoming sectionals tournament
Skills	<b>Instacart</b> Product Manager & Designer 03/2023 - 05/2023	Ideated an alternative strategy to attract and retain Instacart users through a new meal plan generation feature. Presented a comprehensive interactive prototype and go-to-market strategy plan for the product council
	<b>Design for America</b> UX Designer & Researcher 08/2022 - 05/2023	Organized comprehensive user research and testing sessions to understand the challenges of finding research opportunities on campus. Designed a centralized platform to improve the discovery of on-campus research positions, increasing user satisfaction rate by 75%
	<b>Italian Garden Project</b> Product Manager & Designer 11/2022 - 12/2022	Collaborated with a startup client to conceptualize and design a mobile-first web application that streamlined the guided tour experience for their Legacy Fig Tree Collection.
Tools	<b>Design</b>	
	Interaction Design, Information Architecture, Design Thinking, Storytelling, Responsive Design, Accessibility, Graphic Design, User Research	