

## EDUCATION

### Cornell University College of Engineering

Expected May 2022

B.S. Information Science, Systems, and Technology  
Concentrations in Interactive Technologies and UX Design

## COURSEWORK

Human-Computer Interaction Design, Digital Product Design,  
Designing Tech for Social Impact, Communication and Technology,  
Design and Programming for the Web, Data-driven Web Applications

## EXPERIENCES

### Visual Design Intern • WW (formerly Weight Watchers)

Jun. – Aug. 2021 | Remote (New York, NY)

- Worked on a series of design tasks for the company's Food Program Innovation 2022
- Collaborated with PMs, devs, and other designers

### Teaching Assistant • Digital Product Design

Sep. 2020 – Jun. 2021 | Ithaca, NY

- Assisted a 10-week course on product thinking, interaction design, and visual design
- Held office hours, gave lectures, led weekly critique sessions, and graded assignments

### Product Design Intern • Bloom

Jun. – Aug. 2020 | Remote

- Designed and prototyped core features for Bloom, a web platform that connects members in the community

## INVOLVEMENT

### Product Designer • Cornell Design & Tech Initiative

Feb. 2020 – Present | Ithaca, NY

- Designed for CoursePlan, a four-year planning web app for Cornell undergraduates to track their courses and graduation requirements
- Worked with product managers and developers

### UX Designer • Medium Design Collective

Feb. 2020 – Feb. 2021 | Ithaca, NY

- Improved the design of a website to promote interdisciplinary design

## SKILLS

**Design** • User Research, Wireframing, Usability Testing, Prototyping

**Tools** • Figma, Sketch, Origami Studio, Adobe Illustrator & Photoshop

**Coding** • HTML/CSS, JavaScript, Swift, PHP, Python, Java

**Languages** • English, Mandarin