

Education

Master's of HCI + Design
University of Washington
Class of 2021

BFA Game Design
New York University
Class of 2019

Skills

Design

User research
Prototyping
Wireframing
Usability Testing
Speculative design
AR/VR
Mobile

Tools

Adobe CC
Figma
Miro
Univy
Processing
Fusion 360

Code

C#
Processing
JavaScript
HTML/CSS

Experience

Lead Student Designer
NEST @ University of Washington
02/21 - Present

- Lead team of four students to design a mobile app for infant monitoring for Seattle Children's
- Conducted secondary and primary research to define user-centric product goals and values
- Designed information architecture, defined key features, and created figma prototype

UX Design Intern - VR Focus
HTC Creative Labs
03/20 - 07/20

- Designed and coded (Unity) a speculative onboarding experience to teach users to hand input in VR
- Defined and designed new system for new headset with lead designers in SEA and TPE, using findings from the speculative project mentioned above
- Collaborated with developers, visual designers, researcher, and the design team to deliver spec doc for new headset operating system

UX Designer
Bound
09/21 - 12/19

- Lead homepage redesign project that improved information discoverability KPI by 50%
- Co-designed and conducted a diary study with lead UX designer to help inform product pivot

Creative Strategy Intern
Technology Humans and Taste
02/19 - 06/19

- Conducted market research and assembled decks for client presentations
- Managed and maintained internal visual design system
- Designed a segment of an interactive storytelling video and assisted with user testing for Eko and Walmart