Education	Carnegie Mellon University	Bachelor of Design
	Pittsburgh, PA	Human-computer Interaction Minor
	08.2018 – 05.2022	

Work	Skiff	Incoming full-time designer.
	Product Designer	
	08.2022	
	Metalink	Aggregated messaging, trading, and data into one social chat
	Product Designer (part-time)	platform. Scaled design system from 0 to 1 and helped
	01.2022 – 02.2022	establish more robust design infrastructure.
	Skiff	Designed and shipped early stage editor features for
	Product Designer (part-time)	privacy-centric collaboration tools. Worked with Pentagram on
	10.2021 – 01.2022	company-wide product rebrand.
	Apple	Designed VUI disambiguation/correction patterns for various
	Interaction Design Intern	hardware platforms and explored new dictation interactions.
	05.2021 – 08.2021	
	Brain Technologies	Crafted and shipped features for various in-app domains and
	Product Design Intern	conducted R&D explorations on future-facing experiences.
	09.2020 – 05.2021	
	Apple	Designed platform-level voice UI patterns based on core
	Interaction Design Intern	technology enhancement. Co-built a design template system
	05.2020 – 08.2020	that helps designers and engineers analyze Siri interactions.
	Elevation Church	Helped redesign and launch Elevation Connect, a web
	Product Design Intern	application that helps people get connected through small
	05.2019 – 08.2019	groups, volunteering, and baptisms.

Additional	Computational Creativity Lab	Co-developing an interactive research probe exploring how
	Web Developer	location and language influences people's typographic
	02.2021 – present	preferences. Project advised by Kyuha Shim.
	IxDA	Interaction Design Award Finalist for annual IxD competition.
	Award Finalist	Worked with two colleagues and presented 'The Open Door
	03.2021	Museum', a hardware prototyped exploration focused on
		meaning storyelling through objects.
	CMU School of Design	Assisted Professor Andrew Twigg in web prototyping course
	Teaching Assistant	51-328: Design for Digital Systems.
	09.2021 – 12.2021	
	CMU HCII	Collaborated with Bossa Nova robotics and other
	HRI Design Researcher	undergraduate researchers on conducting HRI field research
	01.2020 – 05.2020	focused on navigating stuck-robot situations.

Skills	UX prototyping	Design systems	Web prototyping
	Design research	Multimodal interaction	React (Next.js)
	Visual design	Voice interface design	Matter.js, P5.js
	Wireframing	Systems thinking	CSS3 (SASS, BEM)