Experience

Xspaceship

Product Design Intern

June 2022 - Nov 2022, Remote

- Launched RapidAscent, a Stanford-based education SaaS platform, and cyber security academy that empowers apprenticeships and corporate upskilling programs for Fortune 500 companies.
- Launched Preset a motivational app that puts you in the right mindset with 90-second interactive video sessions. The Preset team previously successfully launched HQ Trivia and Vine.
- Collaborated in cross-functional team and advocate for UX practices while exploring and prioritizing experience aligning with business vision, as well as the needs of key stakeholders and end users
- Ensured the usability and visual/behavioral cohesiveness of features and workflows to improve moments of delight while collaborating in empowered product teams to design, test and deliver an end to end user experience enabling engineers to generate unique, high-performing parts

Blue Sq Innovations

Visual Design Intern

May 2019 - August 2019, Los Angeles CA

- *Project acquired by leading toy development company, Spin Master Games*
- Design visually appealing graphics for the children's toy game 'Hide N' Squawk'. Graphics utilized for product pitch and product packaging. Enhancing the overall user experience
- Continuously improve design through incorporating product feedback and conducting thorough prototyping, user research, and usability testing.
- Conduct user tests and interviews to define optimal engaging graphics.

KBW Global Corp. Web Development Intern

June 2017-August 2018, El Monte CA

- Deliver engaging user experience through optimizing of images, code, and cross-browser compatibility, and improving time on page
- Implemented and designed dynamic browser compatible pages using HTML and CSS
- · Expand existing features, refine code, and improve web process

Education

Parsons School of Design

2018-2022, New York, NY

Bachelor of Fine Arts in Product Design Concentration in Communication Design and Creative Coding

Google UX Design Certified

Google Coursera

2021-2021, Remote

Skills

Design Tools

Figma, Sketch, Adobe Creative Suite(photoshop, indesign, illustrator), Rhino, AutoCAD

Design Methods

User research, affinity diagram, user flow, journey mapping, wire-framing, user testing, user interface design, design systems



HTML, CSS, JavaScript