



Experience

BlueCat

UX Designer, Contractor

Jan '24 - Present

UX Designer Co-op

May '23 - Dec '23

Worked as 1 of 3 designers in the entire company on redesigning BlueCat's **multi-million dollar product Integrity**. Conducted user studies with **15+** customers and analyzed **6+ hrs** of footage to craft **400+** wireframes for the IP Space page. Redesigned **15+** and managed **30+** components in the Pelagos Design System and established usage guidelines. Led **10+** bi-weekly stand-ups with PMs and developers.

Apollo GraphQL

UX Design Co-op

Jan '22 - May '22

Owned Apollo Studio's accessibility audit. Identified **185+** violations using Axe DevTools and created **40+** Jira tickets. Collaborated with PMs and engineers and reduced violations by **85%**. Customized a WCAG 2.0 compliant accessibility checklist. Initiated an accessibility Slack channel with **100+** members.

Tufts University & Fidelity Investments

Designer & Project Manager

Sep '21 - Jun '22

The ESG Analysis web app featured visualized automated ESG report processing, aiming to improve work efficiency by **70%**. Collaborated with 3 student developers and Fidelity analysts. Designed **35+** Figma wireframes and conducted 3 usability tests. Managed milestones with Gantt charts and led **20+** sprint meetings over the year.

Nuance Communications

Visual UX Design Intern

May '21 - Aug '21

Owned UI audit for Nuance Mix, identifying **100+** design inconsistencies. Evaluated onboarding experiences for novice users through interviews and journey mapping. Crafted storyboards and proposed new onboarding flows for Namespace. Conceptualized Mix Bot, an on-screen assistant, projected to cut project creation time by **30%**.

Tufts Human Factors Lab

UX Designer

Jun '20 - May '22

Collaborated with a **10-member** team of designers, developers, mechanical engineers, and professors on researching and designing Sitting SideKick, a mobile app that utilizes **AirPods' motion-sensing technology** to improve posture and alleviate chronic back pain.

Tufts Bray Lab

3D Design Intern

May '20 - Aug '20

Improved the lab's operational efficiency with lab leaders and 8 interns during COVID-19. Designed and created 3D models with Inventor for **multi-functional lab gadgets**. **3D-printed** gadgets for use after testing. Managed and improved UI for its official website.

Tufts JumboCode

UX Designer

Sep '18 - May '19

Designed **BiSpot** with PM and 10 developers, a web app sponsored by the Boston Bisexual Resource Center for locating resource centers and checking events across the US, promoting **accessibility to resources** for bisexual individuals.

Activities

Accessibility Interests Working Group

Project Coordinator

Sep '23 - Present

Led monthly round-table discussions for club members, centered on current industry trends in accessibility. Led the Quercus platform project, applying user study insights to develop guidelines for better course material organization.

Human Factors & Ergonomics Society

Marketing Chair & Vice President

Sep '20 - May '22

Coordinated virtual portfolio reviews, Figma workshops, and design competitions with 10 eboard members. Independently created marketing materials using Figma and Adobe CC. Designed and organized the official website with 2 designers.

Tufts JumboCode

Head of Design

Sep '19 - Jun '20

Created a unified document of marketing materials using Sketch. Drafted a design resource guide for 100+ programmers and novice designers. Organized design critiques to help 11 designers revise mock-ups for 7 projects.

Education

Master of Information

University of Toronto

User Experience Design

Expected Jun '24

Course: UI Design, Accessibility Design, Service Design, UX Research in Video Games, Speculative Design, Information Architecture, Usability Assessment, Intellectual Property
Award: Master of Information Welcome Award

Bachelor of Science

Tufts University

Human Factors Engineering

May '22

Course: Human Factors Product Design, Experience Design, User Research Methods, Game Design, Psychology, Virtual Reality, Entrepreneurship
Award: Summa Cum Laude, Dean's List

Skills

Figma, Miro, Sketch, Adobe CC, Framer, InVision, Jira, Gong, HTML5/CSS3 (entry), JavaScript (entry), Unity (entry)

Design system, Accessibility design, Interaction design, Visual design, Information architecture, Industrial Design, Prototyping & animation, Branding, Game design

Journey mapping, User interviews, Heuristic evaluation, A/B testing, Usability testing, Competitive analysis, Game user research