

Experience

Gather – Product Designer II

2021 - 2023

- Led end-to-end product design for projects across core app, virtual events, remote work, onboarding/activation, and payments for a spatial video conferencing platform.
- Contributed to the design system and marketing website.
- Worked closely with product managers and eng team to scope, build, and test features.

Omou Learning – Lead Product Designer

2019 - 2021

- Managed a product feature team to launch a tutoring management platform. Worked on course registration, payments, and attendance tracking features.
- Established methods and review processes to improve the design team’s workflow and handoff to developers.
- Built and documented a design component library for the design system.
- Involved in product planning and strategy with the product manager.

Kloa – UX Design Consultant

Jun - Aug 2020

- Worked on a mobile content sharing platform by a UW tech incubator start-up.
- Identified design opportunities from user and market research, and drafted wireframes of early design concepts.

Fulcrum Labs – Product Design Intern

Jun - Sep 2018

- Designed a digital flashcard activity prototype aimed to promote better information retention and recall for learners.
- Researched learning behavior/practices to provide input on improving Fulcrum Lab’s adaptive e-learning platform.
- Designed graphics for sales pitch decks and website marketing content.

Education

Master of Human Computer Interaction + Design

Class of 2020

University of Washington (UW)

Communication Studies B.A.

Class of 2018

Minor in Digital Humanities

University of California, Los Angeles (UCLA)

Projects

Neuma AI

Jan - Mar 2024

Worked with an early-stage BCI (brain-computer interface) startup, collecting sEMG data to train their model on vocal and subvocal speech patterns and inform future hardware design.

ShelterSmart

Mar 2019 - Jan 2020

Volunteered with a team of disaster responders and designers to produce the 2nd iteration of a print DIY shelter guide for community disaster response. Owned the design document and created a webpage to distribute the guide.

Toolbox & Skills

Figma, Adobe Creative Suite, Sketch, HTML/CSS, Webflow, Protopie, Principle, Blender

Visual Design, Interaction Design, Product Thinking, Game Design, Prototyping, User Interviews, Usability Testing