

Aspiring designer with a background in Human-Centered Design & Engineering, focused on creating innovative digital experiences that enhance user engagement and promote sustainability. Skilled in visual design and user research, I aim to leverage my expertise to contribute to transformative design solutions.

## SUMMARY OF QUALIFICATIONS

- Design: Extensive experience using Figma for wireframing, prototyping, and creating high-fidelity designs, alongside Adobe Illustrator and Photoshop for visual design
- User Research: Skilled in usability testing, A/B testing, affinity analysis, and building user personas
- Programming: Proficient in Python, Java, R, html
- Business Acumen: Strong foundation in accounting, financial analysis, with experience in strategic planning for product management

## EDUCATION

University of Washington, Seattle, WA

*Expected June 2025*

**Bachelor of Science, Human Centered Design and Engineering (HCDE)**

- Minor in Business Administration
- Relevant coursework: Visual Communication Design, Sustainable Design, User-Centered Design, User Research, Product Management
- GPA: 3.7/4.0; Dean's List (2022–Present)

## RELEVANT EXPERIENCE

**UX/UI Design Intern**, OKAPI Reusables, Seattle, WA

*June – August 2024*

- Conducted user research through surveys and collaborated with a team of 4 to redesign the UI, enhancing visual appeal and usability
- Integrated features including cup history, artist profiles, return deadlines, and environmental impact stats to boost user engagement

**UI Designer**, UW HCDE Coursework, Seattle, WA

*March – June 2024*

- Conducted a competitive analysis of existing market apps to identify strengths, weaknesses, and opportunities for differentiation
- Developed initial design concepts and created storyboards to visualize user interactions and user journeys
- Designed a low-fidelity prototype, collected user feedback, and iterated to develop a high-fidelity working prototype in Figma

**Visual and Product Designer**, UW HCDE Coursework, Seattle, WA

*September – December 2023*

- Designed a cohesive branding system for a 3-day music festival, creating key deliverables including a wordmark, lineup poster, ticket stub, and festival app using Figma and Photoshop
- Developed user-friendly festival materials, such as a simplified map and clear wayfinding signage, ensuring ease of navigation and a visually engaging experience for attendees

## ADDITIONAL EXPERIENCE

**Student Researcher**, UW HCDE Department, Seattle, WA

*January – March 2024*

- Built a testing plan and recruited 12 participants in a blind study to test their ability to discern AI generated art from human created
- Developed interview and survey questions and synthesized data to analyze user behaviors

**Engineering Ambassador**, UW College of Engineering, Seattle, WA

*March 2023 – June 2024*

- Led 15+ STEM events throughout the year to teach K-12 students in Washington about Engineering
- Led 20+ tours of UW's Engineering Department to groups of 20 prospective students