

EDUCATION

Carnegie Mellon University
Master of Human-Computer Interaction (HCI)
4.0 GPA
Aug. '25 - Aug. '26

University of California, Santa Barbara
B.S. in Computer Science, Minor in Statistical Science
3.75 GPA
Sep '21 - Jun '25

SKILLS

Design
Visual Design, UI/UX Design, User-Centered Design, Interaction Design, Design Systems, Components, Mockups, Wireframing, User Flow, UX Research, Usability Testing, Accessibility (WCAG), Prototyping, Design Documentation, A/B Testing, Journey Mapping, Digital Product Strategy, Information Architecture, Computer Vision, Data Science

Programming Languages
Python, C++, Java, HTML/CSS/Javascript, TypeScript, Bash, R, SQL, MATLAB, SAS, Scheme

TOOLS & FRAMEWORKS

Figma, Adobe Suite, Cursor, Codex, Claude Code, React, Tailwind CSS

EXPERIENCE

Collier Township (Capstone)

Designer & Tech Lead

Jan '26 - Present

- Building AI system for a policy tracker, municipal decision-making and financial budgeting explainer for government and residents to close the communication and trust gap
- Conducted exploratory and usability interviews with 50+ residents and government workers on 9 prototypes

PLUS Tutoring

Product Design Intern

Jan '26 - Present

- Designing end-to-end design process of 4 feature flows for a tutoring platform of 3,000+ students and 500+ tutors
- Delivered high-fidelity interfaces and published visual design system documentation to streamline better session details access for tutors

Dawdle AI

Sole UI/UX Design Intern

Jun '25 - Aug '25

- Designed anti-procrastination mobile app with AI coaching and productivity timers, delivering 30+ screens shipped to App Store with 200+ users and 5-stars on launch
- Built 40+ component design system in Figma reducing design-to-dev iteration cycles

JAFFX

Founding Designer & Web Developer

Oct '24 - Aug '25

- Secured \$7,500, placed 2nd out of 44 teams at UCSB New Ventures Competition
- Established brand identity from scratch (logo, typography, color, and system)
- Developed company website (**Next.js & React**)

Lorentz Solution

Software Engineer Intern

Jun '24 - Aug '24

- Migrated 44 dynamic libraries from compiler RHEL6 to RHEL78 (Bash scripting)
- **Reduced 10%** in backup and production release package storage by automating library clean-up process

PROJECTS

Drawing with Fourier Epicycles | Math Visualizer

Feb '26 - May '26

- Created an interactive explainer teaching Fourier transforms, letting users play with frequency, amplitude, and phase in real time to watch math draw art, [published to Medium](#)

Refract | Anti-deepfake ID Theft ML UI

Jan '24 - May '24

- Built AI model and app (Tailwind/Javascript/CSS, Figma) that disrupts identity-theft deepfakes model training by **70%**, made research poster winning 2nd in annual showcase

Other projects on [GitHub](#)