

EXPERIENCE

ServiceNow – Product Design Intern

May 2023 – Aug 2023, Santa Clara (Hybrid)

- Completed a detailed design spec for handoff to engineering, ensuring seamless implementation
- Developed a well-organized design solution, achieving consensus from design, research, product management, engineering, and content writing teams
- Led design critiques with both immediate and cross-functional teams, establishing clear expectations for feedback

Innovative Design – UX Design/Web Member

Aug 2022 – Dec 2023, Berkeley

- Orchestrated the website design for "Consumer Culture & Climate Change: A Sustainable Undergraduate Research Group" by leveraging user research and design methodologies
- Facilitated weekly meetings with Web Gold Team; conducted workshops, critiques, and competitions to enhance team skills and project outcomes

Candid – UX/UI Design Intern

Mar 2023 – May 2023, Berkeley

- Led an overhaul of the existing design system, enhancing overall user experience
- Facilitated UX research by conducting interviews with Berkeley students to gain insights into online dating experiences

Cooper Lab – Undergraduate Researcher

Aug 2022 – Mar 2023, Berkeley

- Investigated the adaptive mechanisms of the human visual system to optical distortions induced by VR/AR glasses, supported by funding from Meta
- Collected and analyzed data through experimental research, conducting trials with research participants to gain insights into visual system responses

One Health Lessons – Design Volunteer

Oct 2022 – Dec 2022, Berkeley (Remote)

- Redesign logo for OHL, a non-profit organization focusing on environmental, human, and animal health

EDUCATION

University of California, Berkeley

Aug 2020 – May 2024 | 3.71 GPA

B.A. Cognitive Science
Certificate in Design Innovation

Relevant Coursework

Intro to Product Development, Theory & Practice of Tangible User Interfaces, Brand Identity & Graphic Design, Intro to Visual Thinking, 3D Modeling for Design, Structure & Interpretation of Computer Programs

SKILLS

Design

Wireframing, User Research, User Testing, Design Thinking, User Interface Design, Prototyping, Competitive Analysis, Graphic Design, Illustration

Tools

Figma, Miro, Adobe CC (xD, Illustrator, Photoshop, InDesign), SolidWorks (CAD), Procreate

Languages

HTML/CSS, Python, Javascript, R

ACHIEVEMENTS

Best Design Process – UX Scene Designathon 2022

Designed Harrvest, a mobile app that helps people with food insecurity, focusing on accessibility & inclusion under 48 hours