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                                                                    713-397-0448

Experience	**Insomniac Games** *Remote* *8/2022 - 5/2023*	**Lead User Experience Designer** Recognized as 2023 Best Project Award Winner out of 30+ Georgia Tech MS-HCI capstone Master's projects. Improved utilization of video game settings by 26% through development of settings prototype with refined onboarding and optimization functions. Created detailed wireframes and applied consistent design system for usability testing to assess user value while maintaining developmental feasibility and design quality.
	Georgia Tech Office of Information Technology *Atlanta, GA* *6/2022 - 8/2022*	**User Experience Design Intern** Redesigned 2 high-traffic websites by partnering with stakeholders to gather requirements to define product features. Increased average time-on-page by 50% through new information architecture and component library to structure and organize content to be more intuitive for task accomplishment. Evaluated high-fidelity prototypes through user research to hand-off design specifications for development and implementation.
	Fiserv *Atlanta, GA* *8/2021 - 12/2021*	**User Experience Designer** Developed mobile application prototype to promote long-term financial growth for people from low-socioeconomic status backgrounds by incorporating insights from user research and feedback.
	Georgia Tech *Atlanta, GA* *8/2021 - 5/2023*	**Head Graduate Teaching Assistant** Coordinated teams of 4 teaching assistants to support graduate design classes by facilitating course communication and organization. Guided 250+ students through design reviews and feedback sessions to ensure refined design iterations met course project goals.
	Katy Independent School District *Katy, TX* *8/2015 - 9/2020*	**English Team Leader** Directed team of 8 teachers to establish course processes and organization through collaboration and feedback to meet student-centered academic objectives. Achieved 99% advanced performance on standardized testing by utilizing research methods to understand student needs to design inclusive curriculum to promote academic potential.
Education	**Georgia Institute of Technology** *Atlanta, GA* *8/2021 - 5/2023*	Master of Science in Human Computer Interaction
	University of Texas at Austin *Austin, TX* *8/2010 - 5/2015*	Bachelor of Science in Psychology Bachelor of Arts in English
Skills	Design	design systems, ideation, information architecture, interaction design, interactive prototypes, mockups, product design, product thinking, storyboards, style guides, ux writing, user flows, visual design, wireframes
	Research	affinity diagrams, card sorting, competitive analysis, contextual inquiry, literature review, journey maps, metrics, personas, survey design, task analysis, usability tests, user research, user interviews
	Tools	Adobe Creative Suite, CSS, Figma, HTML, Microsoft Office, Miro, Notion, OpenAI, Qualtrics, Slack, Sketch