

EXPERIENCES

Pogo – Lead Product Designer

Series B (joined during Series A) • Jan 2025 – Now

Leading design across Pogo’s two products. A consumer mobile app (2M users) along with new 0-1 B2B consumer insights product.

Glean – Product Designer

Series F, joined during Series E • Sep 2024 – Dec 2024

1 of 7 designers at Glean, worked alongside another designer to spearhead Glean Assistant, a top company priority. Drove the redesign for Assistant chat composer, conducted user research, launched with web search and knowledge modes. Designed permissions for Prompts, allowing creators to share their Prompts with specific people, departments, or everyone.

Figma – Product Designer

NYSE: \$FIG (joined during Series E) • Jun 2024 – Sep 2024

Led design for 2FA enforcement experience for Figma’s Enterprise Security Bundle, impacting over 18,000 guests and \$1.7M ARR. Explored and introduced new interactive charts and data visualizations across Figma’s new Admin Console and billing model. Designed User Session Management in Account Settings and collaborated with the Security Team to ship to 100% of users.

CrowdVolt – Product Designer

Seed (joined during Pre-Seed) • Feb 2024 – Jun 2024

Founding designer, redesigned web app to build customer trust and preparation for YC Demo Day and investment round. Designed and launched CrowdVolt Primary Events with digital ticket wallet, ticket transferring, and venue entry experience. Crafted the buying and selling experience that led to over \$100k in ticket sales within 3 months of launch.

Whalesync – Product Designer

Seed • Oct 2023 – Feb 2024

Founding designer, redesigned web app to build customer trust and preparation for YC Demo Day and investment round. Designed and launched CrowdVolt Primary Events with digital ticket wallet, ticket transferring, and venue entry experience. Crafted the buying and selling experience that led to over \$100k in ticket sales within 3 months of launch.

Slack – Product Designer

NYSE: \$CRM (acquired by Salesforce) • Jun 2023 – Sep 2023

Designed ‘Suggested Step’ recommendation for Workflow Builder, creating suggested actions to eliminate common errors. Built audio message file components in Figma for ‘Slack Kit’ (design system) across desktop, iOS, and Android. Winner of internal hackathon, earning ‘Best Product Hack’ from executives and ‘People’s Choice’ from company-wide vote.

Pogo – Product Designer

Series B (joined during Series A) • Aug 2022 – Jun 2023

Sole designer for high-retention consumer mobile app with 100,000+ daily active users, working closely with CPO. Designed and shipped 20 new features, resulting in improved user experience, increased engagement, and revenue. Led the design of new Pogo Desktop Browser Extension, enabling users to earn cash while online shopping and browsing.

PROJECTS

Microsoft – HCDE Senior Capstone

Jan 2025 – Jun 2025

Worked with Microsoft AI Copilot to explore how might we 10x user retention for Gen Z users.

MatchPaintColor – Founder

Aug 2022 – Jun 2023

Built mobile app to find unknown paint colors. Reached #7 on top iOS charts under paid utilities apps.

Mezzo – Founder

Aug 2022 – Jun 2023

Mobile app to plan when and where to meetup. Designed product for mobile and web; implemented with 6 student engineers.

The Bear Game – Founder (acquired)

Jul 2020 – May 2023

Led a 5-person team to design and manufacture board game, land placement in 16 retailers, and a successful acquisition.

AWARDS

Husky100

Apr 2024

1 of 100 students out of 60,000 student body at University of Washington for making an impact on campus and in the community

Kleiner Perkins Design Fellow

Jun 2023

1 of 4 design fellows chosen out of 3,000. Used offer from Slack.

EDUCATION

University of Washington – BS, HCDE

BS, Human Centered Design & Engineering; Lavin Entrepreneurship Program