

Education **University of California Irvine** / Sept 2017 - June 2021

Psychology and Social Behavior with a minor in Digital Information Systems

Relevant Course Work: *Introduction to Human Computer Interaction (HCI), Project Management, Project in Human-Computer Interaction Requirements and Evaluation, Project in the Social and Organizational Impacts of Computing, Organizational Information System*

Acumen Academy / Aug 2020 - Nov 2020

Introduction to Human Computer Interaction (HCI)

Experience **Opal LLC** / Product Design Intern / June 2022 - Present

- Collaborate with a design team of 7 to brainstorm and wireframe 10 major features for the upcoming product to increase user adoption and conversion.
- Conduct several rounds of A/B testings with 20 participants to identify potential frictions and opportunities.
- Coordinate 11 design critique workshops cross-functionally with the c-level suites, business, and development teams to ensure clarity and transparency.

Best Buy / Geek Squad Consultation Agent / Dec 2021 - Present

- Investigate users' pain points and curated efficient, step-by-step solutions to educate them in evaluating future problems themselves using my knowledge on iOS, MacOS, iPadOS, watchOS, and Windows.

AntAlmanac / Lead UI/UX Designer / Mar 2021 - June 2021

- Managed a team of 5 product designers and led product roadmap geared towards improving the current product stage and kickstarting new version deployment cross-functionally with the development team within a 10-week timeframe.
- Spearheaded an efficient design practice workflow to increase team productivity and engagement, encompassing over 44 user research surveys, 17 usability testing via Maze.co sessions, and 70+ high-fidelity wireframes in Figma.

DocentYouth / Graphic Design Intern / Jun 2017 - Aug 2017

- Collaborated with a team of designers and designed 3 websites using Wordpress, ensuring they met the accessibility and usability standards to promote seamless navigation flow and user experience.
- Compiled 10 digital moods and crafted 3-5 iterations of graphical contents for 5 different clients using Adobe Creative Suite to maintain clients' satisfaction.

Projects **Mutual.ly** / UX/Interaction Designer, UX Researcher / Mar 2021 - June 2021

- Developed a marketplace for college students with 4 other designers that heightened safety, credibility, and anonymity
- Identified product scope, mapping an end-to-end user journey, and generating design solutions into 40+ high-fidelity wireframes.

Priority Notifications / UX/Visual Designer, Research / Aug 2020 - Jan 2021

- Established Product Requirements Document (PRD) to incentivize healthier relationship with users' iOS devices and amplify user adoption and retention based on the 72 insights from the user interview and survey.
- Explored, defined, and validated user pain points through prototyping 50+ low and high-fidelity wireframes with the goal to reduce unnecessary screen time and avoid cognitive overload.

Tool Kit

Adobe XD, Adobe Illustrator, Figma, Interaction Design, Prototyping, UI/UX Design, Usability Testing, UX Research, Mobile Design, UX Writing, Visual Design, Webflow, Wireframing, A/B Testing, Microsoft Office, Web Design