

EXPERIENCE

Product Designer II

AvalonBay Communities | June 2025 - Present (Contract)

- Design end-to-end digital experiences for AvalonBay’s **300+ communities**, enhancing how **150,000+ residents and 3,000+ associates** engage with the company’s **multi-brand housing ecosystem**.
- Combine **user research, systems thinking, and visual design** to simplify operational tools and balance business needs with user empathy.
- Leverage **AI tools** to accelerate design exploration, content synthesis, and prototype testing, **doubling my output per sprint**

UX Designer

Accenture Federal Services | January 2024 - June 2025

- Designed **net-new mobile app** for a DOJ federal agency
 - Created style guide and component library, including **400+ foundational design elements**, which established the framework for future development
- **Led 2+ weekly meetings with executive level clients**, developers, and analysts to design cross-platform wireframes across several lines of business
 - Established new feedback gathering system, **increasing efficiency by 30%**
- Conducted regular visual quality assurance to ensure high design standards
 - **Owned 100% of testing for 8 weeks**, increasing personal workload by 50% while ensuring other project timelines stayed on track

Game Designer

Gravity Well | June - September 2023 (Contract)

- Pioneered the ideation, creative direction, development, and subsequent **launch of a mobile game**, originally conceived as a course project, now supported and licensed by a gaming company

Product Design and Frontend Engineering Intern

The Walt Disney Company | May 2021 - August 2022

- Designed ticket modification experience from inception to launch at Disneyland Resort, resulting in **increased sales, heightened guest satisfaction, and substantial employee time savings**
- **Developed complete overhaul of setting page using Swift** on the iOS team for the Movies Anywhere Mobile App and demoed work to entire organization

Robot Design Intern

NASA | August - December 2020

- Worked under NASA’s Exploration and In-Space Servicing Projects Division to **redesign robotic operator interfaces** through extensive UX research and operator interviews, thus **improving operator efficiency and control**
- Coded software and created visualizations (ROS, Python) for robot arm outreach events

Product Development & Design Intern

Optum (UnitedHealth Group) | June - August 2020

- **Conceptualized web app** to help pharmacies communicate and visualize drug shortages, **winning Best Design** of 13 groups
 - Designed all wireframes and utilized React.js, HTML, CSS, JS to code the frontend of the project, thus increasing pharmacists’ productivity and **saving a projected \$39 million** dollars at a large pharmacy chain

EDUCATION

Duke University

BS in **Computer Science**,

BA in **Visual Media Studies**,

Minor in **Visual Art**

GPA: 3.9/4.0

SKILLS

Wireframing,
Prototyping,
Visual Design,
Design Systems,
UX Research,
User Interviews,
Agile Framework,
Frontend Skills,
User Flows

TOOLS

Figma, Sketch,
Adobe XD,
HTML/CSS,
JIRA, Zeplin,
Adobe CC, Miro,
Swift, Python,
Java, JavaScript,
Unity, C, C#, R,
Git, SQL

ACTIVITIES

- **Product Designer**, HackDuke
 - Designed desktop and mobile platforms, social media, merch, and slides, for hackathon and designation, bringing in **1000+ participants/event**
- **Technical Director**, Writer, Performer for Inside Joke Sketch Comedy Group
- **Volunteer** for Females Excelling More in Math, Engineering, and Science
- **UX Design Director** for Design@Duke
- **Researcher** for AI Bias in the Age of the Technical Elite Project
- **Duke Math Teaching Assistant**

HONORS & COURSEWORK

Dean’s Honor List every semester

Duke Technology Scholar

Rewriting the Code Fellow

1st Place OptumRx Design Challenge

UX/UI Design, Web Design (HTML/CSS/JS), Graphic Design, Game Design (Unity, C#), Animation, Computer Science (Python), Data Structures and Algorithms (Java), Database Systems (SQL)