



SUMMARY

Product Designer with 3+ years of experience designing accessible, user-centered digital products across education, tech, and consumer apps. Skilled in end-to-end product design from discovery and research through wireframing, prototyping, and usability testing. Experienced collaborating cross-functionally in agile environments with a strong track record of translating complex workflows into intuitive, accessible interfaces. Proficient in Figma and WCAG accessibility standards.

EXPERIENCE

Amplify | Associate UX/UI Designer Sept 2023 - May 2026

- Led end-to-end UX design for K–5 Amplify Desmos Math, delivering wireframes, prototypes, and interactive lesson experiences from concept through full product release
- Collaborated cross-functionally with product managers, developers, curriculum specialists, and researchers to ship accessible, user-centered features aligned with K–12 educational standards
- Translated usability testing data and stakeholder feedback into iterative design improvements, closing gaps between user needs and product behavior
- Contributed to agile workflows including sprint planning, design reviews, and cross-functional critique sessions, keeping work aligned and moving efficiently

Interstel Technologies | UX Design Intern June 2023 - Aug 2023

- Designed the end-to-end interface for a Mission Planning and Scheduling Tool (MPST), translating complex operational workflows into a clear, usable experience
- Built mixed-fidelity wireframes and interactive prototypes used as the primary reference in cross-functional collaboration sessions
- Presented work-in-progress designs to stakeholders and incorporated critique to sharpen solutions before handoff

Shaka Guide | UX Design Intern April 2023 - June 2023

- Redesigned trip detail screens with a focus on increasing user conversion, grounding decisions in competitive analysis and market research
- Identified friction points and prioritized optimization opportunities through structured research synthesis
- Delivered wireframes, mockups, and functional prototypes that drove alignment and decision-making across collaboration sessions

University of Hawai'i - LA Program | UX Designer Nov 2022 - April 2023

- Redesigned UH Mānoa's Learning Assistant Program website, leading the project from discovery through final handoff
- Uncovered user pain points through stakeholder interviews, user research sessions, and usability testing, then applied findings to restructure the site's information architecture
- Redesigned task flows, sitemap, and visual style system to create a more intuitive and navigable experience

SKILLS

Design: UX/UI Design · Interaction Design · Accessibility & Inclusive Design (WCAG) · Wireframing · Prototyping · Design Systems · Information Architecture · User Flows · UX Research · Usability Testing · Data Analysis

Collaboration: Cross-Functional Collaboration · Agile/Scrum Workflows · Sprint Planning · Stakeholder Presentations

Tools: Figma · FigJam · Webflow · Maze · Whimsical · Optimal Workshop · Miro · Procreate · JIRA · Smartsheet · Google Workspace

EDUCATION

DesignLab | UX Academy Jan 2023
Certification in UX/UI Design

University of Hawai'i at Mānoa Aug 2020 · May 2017
M.Ed. in Curriculum Studies · B.Ed. in Elementary Education