

PROFESSIONAL EXPERIENCE

Wayo | *Product Designer*

2024 - Present

- Created and presented end-to-end product UX design for a consumer-quality company, bringing in the company's first 100 users
- Unified design language across 3 separate sites to create a single, consistent design system that exemplified brand identity and met accessibility requirements
- Used AI tools to create interactive, accessible prototypes in React and TypeScript for quick validation
- Worked with engineers during implementation to maintain design quality, catch bugs in the code, and iterate based on feedback
- Collaborated with PMs, engineering, and marketing partners to understand technical constraints, brainstorm solutions, and ensure what ships matches the design vision

Solstitium Design | *Freelance Product Designer*

2024 - Present

- Drove quality and innovation across the experiences of mobile and desktop web applications for 5+ early stage startups and small organizations
- Prototyped UI design for AI messaging features in an email client powered with company technology
- Provided quality improvements for complex workflows in mobile-first boxing tournament organization software
- Performed UX research to improve time to find desired content with search and filters in an information-heavy archive
- Evolved existing design system and Figma component library to ensure product consistency
- Delivered polished, production-ready Figma mocks and clickable prototypes with annotations for developers, to ship end-to-end solutions

Vorbeck Materials | *Graphic Design Summer Associate*

2022

- Launched proposal for company to rebuild website in Webflow for a compelling, professional digital experience
- Used Adobe Illustrator and InDesign to create innovative marketing material such as product catalogs, brochures, flyers, and trade show signage for enterprise users

EDUCATION

Stanford University | *UI/UX Design for AI Products*

Aug 2026

General Assembly | *User Experience Design Immersive Program*

Dec 2023

Maryland Institute College of Art | *Bachelor of Arts in Product Design*

May 2023

SKILLS

Tools | Figma, Adobe Creative Suite (Illustrator, Photoshop, InDesign, After Effects), Optimal Workshop, HTML, CSS, Jira, Figjam, Miro