

experience

Product Designer, Addgene	<i>Jun 2025 - Present</i>
- Led 0→1 design initiatives as one of two designers, owning responsive external web experiences (350K+ monthly users) and 4+ internal operational tools - Redesigned UX of a high-volume internal database vital to laboratory operations, reducing task completion time by 75%, validated through close collaboration with engineering and staging QA using Cursor - Used AI tools (Claude, Cursor) to rapidly prototype and iterate on concepts, reducing UI turnaround time and enabling faster validation with engineering - Translated designs into interactive prototypes and lightweight builds to validate flows, edge cases, and engineering feasibility before implementation - Expanded Search by Sequence to support nucleotide and protein queries, driving 12K+ searches from 3K+ users within the first 3 months	
Product Design Intern, Addgene	<i>Jul 2023 - Dec 2024</i>
- Designed and shipped responsive updates across 10+ high-traffic external and internal pages aligned with product style guide and based on user research and stakeholder requirements - Conducted 10+ user interviews and usability tests, supplemented by SurveyMonkey and Google Analytics to improve workflows - Audited 50+ pages for accessibility using WAVE, Lighthouse, and VoiceOver, increasing user satisfaction by 15%	
Product Design Intern (Design Systems), NBCUniversal	<i>Jun 2024 - Aug 2024</i>
- Created scalable patterns and components for enterprise-grade design systems reused by 24+ products with frameworks Angular, React, ServiceNow, SAP Fiori, and Salesforce - Modernized legacy finance tool worth \$1.7B by reusing UI from design system, auditing UX, rebuilding information architecture, incorporating business needs, and increasing operational efficiency - Built high-fidelity prototypes, documentation, and product strategy for data-intensive tables, leading to improved team efficiency - Improved scalability and consistency by performing QA on 85+ component dark mode implementation in Storybook	
Product Designer, Sorce	<i>Aug 2024 - Sep 2024</i>
- Owned web and mobile UI/UX for AI-driven job applying platform, contributing to 300K+ users and 10M+ swipes	

leadership

Lead UI/UX Designer, Sandbox Student Software Consultancy	<i>Jan 2023 - Dec 2024</i>
- Led 0→1 designs of new features, built components, and collaborated with developers on (<u>GraduateNU</u>), a platform that empowers 1K monthly users of Northeastern students to customize their plan of study - Designed responsive wireframes, prototypes, and branding with developers for underprivileged communities in Boston (<u>HappyEastie</u>)	
Design Director	<i>Jan 2023 - Dec 2023</i>
- Directed 8 student project teams, advocated for design with 90+ members, ran workshops, and led weekly critiques for 19 designers to improve design processes and collaboration, increasing retention rate by 350%	
Lead UI/UX Designer, Scout Student Design Studio	<i>Sep 2022 - Dec 2024</i>
- Designed data visualizations to track and improve DTC sales performance for (<u>Rooted Living</u>), a Shark Tank finalist - Conducted usability testing with 5+ DeafBlind users and shipped accessible designs for client startup (<u>Tatum Robotics</u>), resulting in 50% boost of task completion rates and improved alignment with WCAG 2.1 AAA guidelines - Led team of 4 designers to ship 2 client products across B2B (<u>Folia</u>) and B2C (<u>Bibite</u>), driving UI/UX, branding, and systems in agile sprints	
Design Director, HackBeanpot	<i>Apr 2023 - May 2024</i>
- Managed 5 student designers to implement high-fidelity designs into mono-repo website architecture and develop brand identity for company outreach, receiving 500+ applicants and securing 15+ sponsors such as GitHub	
Product Designer	<i>Apr 2022 - May 2023</i>
- Collaborated with 6 teams to organize a non-profit, in-person hackathon for 150+ attendees and made 20+ new social media designs, increasing account outreach by 206% and reaching over 1K followers	

skills

Design: UX, Design Systems, Interaction Design, Visual Design, Animation, Prototyping, Accessibility (WCAG 2.1), Usability Testing, Data Visualization
Technical: TypeScript, React, HTML/CSS, JavaScript, Java, Git, Storybook
Tools: Figma (Make, Variables, Tokens, Autolayout, Components), Miro, Jira, Adobe Creative Suite, Procreate
AI: Prototyping, ideation, and workflow acceleration using Claude, Cursor, Bolt, Lovable, Magic Patterns, v0, Subframe, Stitch, Flowstep

education

Northeastern University , Bachelors of Science in Computer Science & Design, Minor in Ethics	<i>May 2025</i>
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