

SUMMARY OF QUALIFICATIONS

- Proficiency in User Centered Design and User Interfacing: user research, user & usability testing, storyboarding, personas, testing, hi- and lo-fi prototyping, wireframing
- Strong design background and knowledgeable in principles of visual communication demonstrated in experience and coursework through various design interfaces.
- Tools: Adobe Suite (Photoshop & Illustrator), Figma, Miro, Google Workspace, Microsoft Office
- Programming: Java, Javascript, Python, HTML, CSS, R, GitHub, VS Code, SQL databasing

EDUCATION

University of Washington, Seattle, WA

Expected June 2025

Bachelor of Engineering, Human Centered Design and Engineering: 3.5/4.0 (cumulative), 3.9/4.0 (major)

- Relevant coursework: Web Development & Responsive Web Design, User Experience, Prototyping Techniques, User Research & User Strategy

RELEVANT EXPERIENCE

Full Stack Programming, E-Commerce Website, Class Project

Mar 2023 - June 2023

- Created a fully-functional clothing retail website with a seamless, intuitive user-centered experience that teaching assistants and peers in the class could navigate and use with ease.
- Worked on a two-person team where I collaborated with my partner to design a work-back schedule, conduct field research of current e-commerce sites, perform low-fidelity prototyping, and code the database, back-end functionality, and front-end features of the website.
- Skills: Figma, VS Code, HTML, CSS, JavaScript (client- and server-side), SQL databasing

Design Sprint, Mobile App, Class Project

Mar 2022 - June 2022

- Worked on a 3-person team to promote conscious consumerism by researching and designing a mobile app that allows users to view a brand's sustainability score based on factors such as labor practices, environmental impacts, supply chain operations, etc.
- Conducted market and user research, designed user personas, storyboarded, wireframed, and carried out two sessions of usability testing.
- I was the lead for our team's interfacing, so I iterated, designed, and finalized our team's high-fidelity interface of our mobile application that we presented as our design solution.

Book-It Repertory Theatre Redesign, Brand Book, Class Project

Sept 2022 - Dec 2022

- Updated and redesigned a local Seattle theater's brand to better represent the company.
- Performed market and company research to define keywords and values of the company.. Created user personas, iterated through various logo designs, color palettes, typography, imagery, and graphical elements. Storyboarded, wireframed, and produced low-fidelity and high-fidelity prototypes for the company's mobile flow for show ticket purchasing.
- Designed and curated a brand book including the finalized logo, color palette, typography, graphical elements, and high-fidelity mobile flow for ticket purchasing

ADDITIONAL EXPERIENCE

Kickboxing Trainer, 30 Minute Hit, Seattle, WA

Mar 2023 - Present

- Built upon over three years of kickboxing experience to provide quality instruction of technique, motivation, and ensure physical safety and effectiveness of workout while directing and supervising various training programs.