

Over 6 years of professional experience conducting UX research and designing interactive end-to-end user flows. I enjoy working in close collaboration with teams across technology, business and design.

Experience

UX Designer	<ul style="list-style-type: none">I led UXR initiatives for the fastest-growing consumer brand in North America, Dollar General, executing comprehensive research studies for web, mobile, and app.
Agilitee	<ul style="list-style-type: none">Prototyping and Testing: Designed and built high-fidelity prototypes using Figma and Proto.io to facilitate usability testing. Conducted user testing sessions, collected data, and synthesized insights to inform design improvements.
2021 – 2025	<ul style="list-style-type: none">Design and Documentation: Produced detailed production design work in Figma, Sketch, and Whimsical, maintaining up-to-date user flows and comprehensive documentation to support stakeholders.Cross-Functional Collaboration: Collaborated with cross-functional teams, including product managers, developers, and marketing specialists, to ensure design solutions aligned with business goals and user needs.
CEO	<ul style="list-style-type: none">Founded and lead RocketBean Studio, shaping its vision, strategy, and product roadmap.
RocketBean Studio	<ul style="list-style-type: none">Designed and developed the company website to support brand, content, and community growth.
2024 – Present	<ul style="list-style-type: none">Produced events and content to build audience engagement, attract talent, and validate early-stage ventures.
Community Manger	<ul style="list-style-type: none">Lead community strategy and event programming to grow member engagement at Æthos, an innovation hub for AI startups.
Æthos.org	<ul style="list-style-type: none">Produce original content and workshops that spotlight founders, foster collaboration, and support responsible AI development.
2024 – Present	
Administrative Coordinator	<ul style="list-style-type: none">Managed client, staff, and vendor relations, overseeing shipping, inventory, and document creation.
Jones Day	<ul style="list-style-type: none">Coordinated office logistics, including event setup, file management, and receptionist duties.
2015 – 2020	
Lead Ops Volunteer	<ul style="list-style-type: none">Organized the world’s largest VR/AR hackathon with 500+ attendees from 12 countries.
MIT Reality Hack	<ul style="list-style-type: none">Managed supplies, catering, and vendor coordination, leading a team to ensure smooth event operations.
2016 – 2018	

Education	User Experience Design Immersive
	General Assembly
	2020 – 2021

Skills	Product discovery	Webflow	Figma
	Business analysis	Podcasting	Sketch
	UX research	User flow	Adobe Target
	User testing	JTBD	Proto.io
	Customer journey mapping	Interaction design	Miro
	Information architecture	Design system	Notion
	Wireframing	Workshop facilitation	Jira
	Prototyping	A/B testing	