

EDUCATION

University of California, San Diego

SEPTEMBER 2024-JUNE 2026

B.S. Cognitive Science, Design and Interaction

COURSEWORK

Interaction Design	Cognitive Ethnography	Cognitive Design Studio
Advanced Interaction Design	Research Methods	Consequences of Technology
Information Visualization	Thinking with Computers	Attention, Learning, and Perception

EXPERIENCE

Machinery Sales Co., Product Designer/CNC Apprentice

SUMMER 2026

Full redesign and relaunch of the brand and web presence for a CNC machine tool dealer established in 1938.

- Shipped the end-to-end replacement of a legacy site with a 160-page product catalog, CMS, and quoting platform as sole designer, directing AI coding agents through the build, live at [mascosocal.com](#), sourcing its first machine sale opportunity within a week.
- Designed data-dense interfaces for a 150-machine specification database: faceted filtering, side-by-side comparison tables, per-category spec schemas, metric/imperial switching, and tabular numerics.
- Built and documented a token-based design system (OKLCH color, type and radius scales, motion standards) with an automated WCAG AA contrast gate in CI.
- Redesigned the company logo and brand identity: a monochrome industrial palette, DIN type system, and an animated gear mark engineered to rotate cleanly within the wordmark lockup.
- Prototyped competing layout, palette, and interaction variants in isolated design labs against production components, documenting each decision and its rejected alternatives before shipping.
- Ran structured usability audits, logging and fixing findings (focus visibility, false success states, mobile navigation); established a data-integrity policy where unverifiable specs are omitted rather than published.

UCSD, Pedagogy and Learning Apprentice

SPRING 2026

Selected by faculty to support a studio-based design course under Professor Amy Rae Fox.

- Supported in-class activities and held weekly office hours for upper-division design students.
- Contributed to revision of lecture materials, assignment prompts, and in-class activities.
- Advocated for integrating modern AI-native design tools into the course curriculum.
- Provided structured feedback on student deliverables and assisted with project presentation proctoring.

The Room, Product Designer, Contract

SUMMER 2025

Real-time venue-based social app for discovering who's present at bars and public spaces.

- Served as sole product designer, partnering directly with engineers and the founder on a full iOS redesign.
- Produced high-fidelity Figma designs with consistent typography, spacing, and component usage.
- Designed and prototyped interaction patterns for check-ins, lists, and real-time presence states.
- Helped define and extend reusable UI components to improve design consistency across the app.

Spotify Radar, Product Designer, Conceptual

NOVEMBER 2024

Radar interface that allows users to explore what people are listening to around them.

- Designed a high-fidelity mobile prototype reimagining music discovery through spatial context, reaching 46,000 impressions.

Los Angeles Fire Department CUPA, Administrative Intern, Internship

2023-2024

- Supported hazardous materials operations by assisting with documentation, inventory tracking, and safety-critical administrative workflows.
- Collaborated directly with department leadership to improve internal processes and operational efficiency.

SKILLS	TOOLS	INTERESTS
Visual Design, Interaction Design, Data Visualization, Prototyping, Design Systems, Usability Testing, Product Thinking, Information Architecture,, UI Craft	Figma (components, variants, auto layout), Claude Code, Agentation, DialKit, Cursor, Paper, Rive, Framer, Play, Lottielab, Animations on the Web, Adobe Photoshop	Architecture and Spatial Design, HCI Research, Consumer Tech, Personal Health Tech, Music Production, Productivity and Cognition