

EDUCATION

University of California, San Diego JUNE 2026

B.S. Cognitive Science, Design and Interaction; 3.9/4.0 GPA

College of the Canyons 2021-2024

A.S. Social and Behavioral Sciences; 3.9/4.0 GPA

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

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.

FitCheck, Product Designer, Co-Founder WINTER-SPRING 2025

AI-driven fashion app for outfit feedback, rating, and style discovery.

- Co-founded and led product and design for an AI-driven fashion feedback app from concept to final build.
- Created interactive prototypes to test onboarding, feedback flows, and content layouts
- Designed systems for AI feedback tone, scoring, and presentation, balancing accuracy with user expectations.
- Conducted lightweight user research to inform visual and interaction decisions.
- Designed onboarding and paywall flows tightly coupled to user expectations and monetization strategy.

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.

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.

Awaken LA, Lead Designer, Volunteer 2023-PRESENT

- Lead design efforts for community events, producing visual systems across digital and print platforms.

Walmart, Personal Shopper, Employee 2021-2022

- Fulfilled online grocery pickup orders ensuring accuracy, efficiency, and a seamless customer pickup experience.

SKILLS

Visual Design, Interaction Design, Prototyping, Product Thinking, Information Architecture, Wireframing, Design Systems, UI Craft

TOOLS

Figma (components, variants, auto layout), Claude Code, Agentation, DialKit, Cursor, v0, Paper, Rive, Framer, Play, Lottielab, Animations on the Web, Adobe Photoshop

INTERESTS

Architecture and Spatial Design, HCI Research, Consumer Tech, Personal Health Tech, Music Production, Productivity and Cognition