

Objective

Seeking a design role where I can draw on the depth of my interdisciplinary knowledge, curiosity, and research background to develop imaginative human-centered experiences. I aim to connect research with design through a critical approach, recognizing how interfaces deeply shape people's understanding of information, engagement with technology, and capacity to act.

Design Experience

2020-Present	Master's and Doctoral studies: HCI, UX, AI & Critical Interface Design
2020 Summer	Product Designer (Internship) @ Varian, Palo Alto, CA Designed and prototyped an advanced interaction model for the company's next-generation flagship product. Presented weekly design iterations and developed an intuitive navigation system, purposeful microinteractions, and robust features that enabled long-term scalability.
2019 Summer	UX Designer (Internship) @ Varian, Palo Alto, CA Worked with a cross-functional team to advance projects involving software design, human factors engineering, and concept validations. Contributed to the development of the Varian Design System by designing UI information components and editing visual specifications and guidelines.
2016 Summer	UX Designer @ YinzCam, Pittsburgh, PA Led the re-design of YinzCam's Content Management System. Conducted UX research and expert reviews in order to properly design a new navigation paradigm, information architecture, interaction model, and design language.
2012-2014	UX Researcher @ SAP Labs, Palo Alto, CA Conducted user research activities, including formative usability studies, ethnographic research, and end-user interviews, on SAP products across three main platforms: Cloud, Mobile, and On-Premise. Managed usability labs in Palo Alto and Germany.

Education

2026 (expected) University of California, Los Angeles Ph.D., Information Studies
2021 University of California, Los Angeles Master of Library & Information Science (MLIS), Informatics: HCI & UX
2016 University of California, Los Angeles B.A. in (Design) Anthropology, Minor in Digital Humanities
2012 University of Michigan, Ann Arbor Human Factors Engineering Certificate

Competencies

Agile UX	★ ★ ★ ★ ★
Field Research	★ ★ ★ ★ ★
Usability Testing	★ ★ ★ ★ ★
Analysis + Synthesis	★ ★ ★ ★ ★
Interaction Design	★ ★ ★ ★ ★
Wireframing	★ ★ ★ ★ ★
Storyboarding	★ ★ ★ ★ ★
Prototyping	★ ★ ★ ★ ★
Font-end Dev	★ ★ ★