

WORK EXPERIENCE

UX Designer at IBM

June – September 2019, September 2020 – present

- Co-led a design share within our design department to encourage cross-team collaboration
- Facilitated user research sessions with current and prospective customers to test concepts, flows, and hi-fi designs
- Crafted presentations about research findings to synthesize test results and user needs
- Communicated with project managers and developers to converge on common design goals and tasks
- Designed UIs iteratively with increasing fidelity, incorporating stakeholder and user feedback
- Collaborated closely with developers after design-hand off to ensure design quality
- Adhered and contributed to design system patterns
- Applied enterprise design thinking principles and activities throughout the design process

Web Developer Intern at The Cultivation Project

July – August 2018

- Developed user interfaces of klema.io, a social network
- Migrated old UI designs to align with newer InVision designs using Vue.js
- Debugged code and worked closely with back-end developers to repair and add web functionalities

ACTIVITIES

Design for America

October 2017 – June 2018

- Applied the human-centered design process to design a solution for Deaf accessibility
- Interviewed over 20 members and representatives of the Deaf community in San Diego
- Designed a prototype of a mobile app add-on called Word of Hands

EDUCATION

UC San Diego 2020

B.S. Cognitive Science -
Human-Computer
Interaction

Minor Computer Science
Honors *magna cum laude*
Provost's Honors (x9)

SKILLS

Design Tools

Adobe InDesign
Adobe Photoshop
Balsamiq
Figma
InVision
Sketch

UX Methods

A/B Testing
Accessibility Auditing
Competitive Analysis
Empathy Mapping
Flow Mapping
Lo-/Hi-Fi Prototyping
Needfinding
Persona Creation
Storyboarding
Scenario Mapping
Usability Testing
User Interviews

Front-End Development

HTML5
CSS3
JavaScript ES6