

PROFILE

My major is a cross-functional one incorporating computer science, design and behavioral psychology. My focus area within my major is human/AI interactions and interfaces. My goal is to work in UI/UX or product management position where I can use my skills to create compelling and easy to use products.

EMPLOYMENT HISTORY

UI/UX Design, Hansei, Los Angeles

JUNE 2022 – AUGUST 2022

AUGUST 2023 – PRESENT

Worked on the design and development of a user-centric analytics platform for non-hospital healthcare operations and billing, enhancing efficiency and accuracy.

- Successfully implemented digitized medical and billing forms, resulting in a significant improvement in usability and data accuracy.
- Streamlined data integration processes, ensuring seamless connectivity and accessibility to enhance the overall user experience.
- Applied user-based analytics methodologies to identify and address pain points in healthcare operations, leading to increased operational efficiency.
- Collaborated with cross-functional teams to optimize the platform's analytics and reporting capabilities, providing actionable insights for informed decision-making.

Product Management Intern, VidMob, New York

JUNE 2021 – SEPTEMBER 2021

AI-driven platform to measure and improve the performance of creative, digital and marketing campaigns.

- Worked with a cross-functional team to define event tracking feature, write product requirements, and deliver finished product to the market. Specific features developed:
 - New creator rate card in platform. Identified gaps in the creator rating process and redesigned workflows to improve efficiency.
 - Project management system. Designed an internal updates-and-notifications systems.

Graphic Designer, Self-Employed, Austin

SEPTEMBER 2016 – PRESENT

Created graphics for individual clients and multiple clubs, organizations, and events. Sample projects include:

- Brochures and marketing materials for an electric scooter startup in Austin
- The logo for an after school program for LGBTQ+ youth
- The annual conference t-shirt for the Independent Schools Association of the Southwest Arts Festival

Digital Content Intern, Shiny Object, Austin

JUNE 2016 – AUGUST 2016

Produced weekly programming for an arts education YouTube channel for elementary students.

EDUCATION

Cognitive Science, University of California, San Diego

SEPTEMBER 2019 – JUNE 2023

Cognitive Science is an interdisciplinary major with courses in computer science, neuroscience, psychology, anthropology, and philosophy. Additional specialization in design focused on optimizing human-computer interaction.

SKILLS

Figma



Graphic Design



JSON



Adobe Photoshop



Communication Skills

