

education

northwestern university

class of 2020

m.s. engineering design innovation

- o human-centred design studios [service, interaction and product]
- o design research
- o design communication + methods
- o designing product interactions
- o organizational behaviour
- o human-computer interaction

northwestern university

class of 2019

b.s. manufacturing and design engineering;

major in psychology

- o mechanical design + manufacturing
- o industrial design methods
- o consumer psychology + marketing research
- o decision making

technical skills

design

adobe creative suite

wireframing

invision

balsamiq

figma

html // css

industrial design sketching

design of experiments // factorial design

user research

ethnographic research

user interviews + testing

a//b testing

journey maps + user personas

human factors

engineering

rapid prototyping

materials selection

nx

solidworks

experience

shure incorporated || product research [ux // id] intern

june 2020 – november 2020

conducted user interviews and testing sessions for new products; analysed results through both ux and social science viewpoints; generated insights based on competitive research into actionable design guidelines

center for connected learning || ui // ux designer

april 2020 – present

created wireframes for the physicslab and netlogo mobile applications using balsamiq and figma;

worked with developers to identify and prioritize opportunity spaces to work in;

acted as product manager for new features being added

camp cloud || ui // ux intern

july 2019 – august 2019

created user personas of customers who use various e-commerce sites to understand their shopping habits;

streamlined the website interaction experience by first creating journey maps then making alterations to make the check-out process a simpler experience

projects

indianapolis star || user research and design lead

march 2020 – june 2020

created a community forum that newcomers to hamilton county could use to find resources and information and connect with others;

shared various design thinking tools with the multidisciplinary team, including personas, journey maps and service blueprints

feeding america || user research lead

january 2020 – march 2020

created a feature that can be integrated into existing food delivery apps that makes donating easy and impactful;

led the user research process, including interviews and testing sessions; designed wireframes for the feature using figma

hopelab || user research and design lead

january 2020 – march 2020

designed a virtual safe space app targeted for lgbtqia+ youth, allowing them to create a character and interact with a bot or with other users;

created wireframes for the app components using figma