

## Education

### Stanford University

B.S. Product Design, M.S. Computer Science (Human-Computer Interaction)

Jun 2017

GPA 3.91/4.00

#### Product / UX Design

Advanced Design Studio | Product Design Methods |  
Human Values in Design | Design & Manufacturing |  
Designing Technological Tools for Learning |  
Innovations in Education

#### Computer Science

Human-Computer Interaction | HCI Issues in Mixed &  
Augmented Reality | Data Visualization | Web Applications |  
Computer Organizations & Systems | Programming  
Abstractions | Stats & Probability for Computer Scientists

#### Entrepreneurship / Business

Advanced Foresight & Innovation | Strategic  
Philanthropy | Storytelling in Business |  
Organizational Psychology of Design Thinking

## Industry Experience

### Altschool

Product Design Intern

06/16 - Present

San Francisco, CA

- Designed IA, UX, UI for teacher mobile application to capture spontaneous moments of learning in the classroom
- Developed user workflow based on 5 usability test and 2 classroom observations
- Worked with PM to design implementation roadmap, devising a research plan for first prototype as learning prototype

### fuseproject

Design Strategy Intern

04/16 - 05/16

San Francisco, CA

- Defined digital service workflow to consumer electronics product of Fortune 500 company
- Designed user interfaces for digital service through user interviews, analogous research and rapid prototyping
- Conducted early contextual interviews and observation studies with 5 potential / analogous users across ages 20 - 70

### d.school K-12 Lab Network

Designer

04/15 - 06/16

Stanford, CA

- Worked with Playworks co-founder Jill Vialet to design physical toolkit for substitute teachers

### Muncher

Lead Designer

09/15 - 12/15

Stanford, CA

- Created the entire UI for mobile messaging platform
- Led team in development of wireframes and storyboards in the early conceptual stages of product
- Developed the entire brand and visual identity for UI and other marketing materials

### NovoEd

Product Design Intern

03/15 - 06/15

San Francisco, CA

- Wireframed and prototyped Course homepage and Community page in Sketch
- Conducted 12 usability studies, 10 user interviews and reviewed qualitative and quantitative survey results to identify and prioritize core user needs (n = 500)

## Awards

### A16z Generation Design Mentorship

Andreessen Horowitz, 2016

### Best Poster & Best Demo

Stanford UX Demo Fair, 2015  
(1st of 62 teams)

### Excellence in Human-Centered Design

Design for America, 2014  
(1st of 100 teams nationwide)

### Boothe Prize for Writing Excellence

Stanford University, 2013  
(1st of entire cohort of 1400)

## Skills

#### UX/UI Design

Sketch | Invision | Photoshop  
| Illustrator | Balsamiq | Pixate

#### Design Research

Contextual Inquiries | Observation  
Studies | Heuristic Evaluations

#### Software Development

HTML | CSS | Python | Javascript |  
Java | C++ | Processing

#### Design for Augmented Reality

Unity | Kinect | HoloLens | Tangible AR

## Design Leadership

### CS+Social Good

Co-founder & Director of Studio

05/16 - Now

Stanford, CA

- Led strategic revamp of 6-team (20-person) tech for social impact design studio to provide targeted mentorship and support for teams
- Developing curriculum and teaching centered on deep community engagement and meaningful needfinding

### CS+Social Good

Director of Community

04/15 - 05/16

Stanford, CA

- Expanded organization membership from 200 to 800 in 3 months through establishing key partnerships and building on-campus community
- Organized yearlong community programs (e.g. mixers, workshops, informal lunches) reaching 300 students
- Pioneered and developed 6-month design and product development Studio program for 12 selected students (out of 70)

### Alternative Spring Break

Lead Instructor & Trip Leader

01/16 - 03/16

Stanford, CA

- Designed curriculum and taught 10-week course to 14 students on the intersection of education, technology and equity
- Contacted and led visits to 20 organizations (schools, nonprofits, edtech companies) in the Bay Area
- Led 2 teams through design project with community partner, Third Street Community Center in San Jose

## Personal Projects

### Know your Coffee

04/16 - 06/16

An interactive tabletop augmented reality application exploring the ethical and social dimensions behind purchasing a cup of coffee

### Discovery Month

03/16

Month-long schoolwide program where students learn about their passions through teaching their peers

### Airbnb

01/16

Instant Wishlist where users can collect and compare shortlisted listings at a click of a button

### Skillprint

09/15

A unique, living artifact of skills, competencies and values (based on Stanford's 2025 project)

### Dream Toy Project

01/15

Toolkit to help a precocious 6-year-old boy learn physics through building gifts for his family