

Highly motivated UX designer with 4+ years of experience in interactive design, user research, wireframing, prototyping, and usability testing. Proficient in Figma, Adobe Creative Suite, Sketch, and other UX design tools. A systematic thinker with a strong foundation in user-centered design. Eager to bring problem-solving, interpersonal communication, and cross-functional team collaboration skills to innovative environments, where I can define, articulate, and deliver amazing design solutions that meet the needs of employees around the world.

RELEVANT EXPERIENCE

Product Designer | Design Project, University of Washington

Sep 2021 – Dec 2021 | Seattle, WA

- Collaborated with a team of four to design a mobile application that added tones to text messages, from concept to finished product
- Conducted user research to inform the design process and created wireframes, prototypes, and visual designs in Figma and Photoshop
- Leveraged 5+ user flows and visual designs such as UI elements through Figma and Photoshop with attention to detail
- Prototyped over 30 wireframes and 100 visual mockups to ensure problem-solving and storytelling

UX Design Intern | Premera Blue Cross

Jun 2022 – Sep 2022 | Seattle, WA

- Conducted 5+ usability testing on website prototypes for claim submissions to identify pain points and provide design solutions
- Evaluated 5+ competitor insurance websites to inform product experience updates and incorporate business requirements
- Redesigned prototypes to advocate for design solutions by putting them in context of business and user goals
- Advocated for design solutions by presenting product design strategy to stakeholders with A/B testing plans and received positive feedback

UX Researcher | User Empowerment Lab, UW

Sep 2020 – Present | Seattle, WA

- Designed and conducted interview and surveys studying children’s interaction with Amazon Alexa and social-emotional learning (SEL)
- Analyzed 30+ interviews to develop conceptual voice diagrams
- Tested and analyzed the usability of 500+ Skills on Alexa Marketplace for effectiveness of children’s learning
- Turned research results into insights for a new voice-based web app design; diary study revealed more effective SEL

ADDITIONAL EXPERIENCE

UX Researcher | The Momentary Experience Lab, UW

Mar 2020 – Present | Seattle, WA

- Designed 3D objects and interactions with Unreal Engine to develop a VR experience for teens to destress with nature
- Assisted in usability testing for VR prototypes and transferred built world to Unity and Oculus Horizons

EDUCATION

M.S. Human Centered Design & Engineering (HCDE)

2021 – 2023 | Seattle, WA
University of Washington

B.A. Architectural Design (minor in Informatics)

2017 – 2021 | Seattle, WA
University of Washington

SKILLS

Design	Research
User Flow	User Research
Wireframing	Interview
Information Architecture	Survey
Lo-Fi/Hi-Fi Prototyping	Affinity Diagram
Interaction Design	Diary Studies
Visual/UI Design	Usability Testing
Sketching	Competitive Analysis
Storyboarding	Journey Map

TOOLS

Design	Code & Data
Figma	HTML/CSS
Sketch	Unity
Illustrator	R, SQL
InVision	Python
Photoshop	Java
Miro/Mural	Arduino
InDesign	Tableau
Rhino 3D	Excel

PUBLICATIONS

2022 ACM IMWUT: [Social Emotional Learning with Conversational Agents](#)
2023 ACM IDC: [Self-Talk with Superhero Zip](#)