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SUMMARY OF QUALIFICATIONS
- Human Centered Design (UX Design) student focused on user empathy, user experience, and sustainable design principles.
- Proficient in UX tools (Figma, Adobe Creative Suite) and technical skills (Arduino, Java, Python)
- Experienced in video editing, digital art, and prototyping with a strong eye storytelling skills and attention to detail
- Effective leader with a proven ability to manage team projects, drive creative direction, and foster collaboration

EDUCATION
University of Washington, College of Engineering, *Seattle, WA*   *Expected June 2026*
Bachelor of Science, Human Centered Design Engineering (HCDE)
Minor: Digital Art and Experimental Media (DXARTS)
GPA: 3.87 (Dean's List: 8 Quarters)
>   **Relevant Coursework**: Foundations in Human-Centered Design, Sustainable Design, Java & Python Programming, Experiments in Video Art

RELEVANT EXPERIENCE
Engineering Ambassador, University of Washington College of Engineering, *Seattle, WA*   *March 2025 - Current*
- Lead presentations and interactive activities to engage and educate K-12 students about engineering fields
- Partner with College of Engineering staff to support outreach initiatives and foster a sense of community
- Collaborate with a multidisciplinary team of peers to deliver effective programming
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Team Lead, App Design Project, University of Washington, *Seattle, WA*   *September2024 - March 2025*
- Led the design of an app to help UW students achieve balance in physical and mental well-being
- Conducted competitive analysis, user interviews, and data synthesis to create personas and journey maps
- Defined design requirements and goals; currently leading the development of a mid-fidelity app prototype in Figma.

Team Lead, Sustainable Redesign Project, University of Washington, *Seattle, WA*   *September 2024 - December 2024*
- Directed a team in redesigning the Fitbit ACE LTE by integrating its features into the Fitbit Charge 5, reducing waste
- Executed a Life Cycle Analysis (LCA) and calculated the carbon emissions reduction achieved by the redesign
- Developed a mid-fidelity prototype in Figma informed by user research and usability testing

ADDITIONAL EXPERIENCE
Campus Ambassador, Hoppy Campus Insider UW**,** *Seattle WA*   *January 2025 - Current*
- Collaborating on marketing strategy execution and event promotion to increase brand visibility on campus
- Planning events to increase app engagement and reach a wide range of students on campus
- Creating content and managing a marketing budget for in-person events, driving user engagement and retention

Director of Public Relations, Delta Gamma Sorority, *Seattle, WA*   *October 2023 - December 2024*
- Managed social media accounts and led the creation of graphics, videos, and feed posts to increase engagement
- Built partnerships with sponsors and companies, resulting in increased brand collaborations
- Partnered with Diversity, Equity, and Inclusion leadership to ensure inclusive and community-focused content

Graphic Design Volunteer, UW Cotopaxi Ambassadors, *Seattle, WA*   *September 2023 - June 2024*
- Designed promotional materials and visuals aligned with brand guidelines, increasing event participation and engagement
- Launched and managed social media content, growing the online community and brand awareness among students

Video Production Team Member, The Daily News UW, *Seattle, WA*   *September 2022 - June 2023*
- Produced and edited video content for social media channels using Adobe Premiere Pro, boosting audience engagement
- Developed creative content ideas, contributing to projects that resonated with the university community

SKILLS
Design & UX Tools: Figma, Adobe Creative Suite (Premiere Pro, Illustrator, Photoshop), User Research, Card Sorting, Prototyping mid and low fidelity, Wire Framing, Storyboarding, building User Personas, Usability Testing
Technical Skills: Java (moderate), Python (moderate), Arduino, Video Editing
Soft Skills: Leadership, Collaboration, Project Management, Creative Problem-Solving