

## EDUCATION

### **Carnegie Mellon University**

Pittsburgh, expected May 2023

Master of Entertainment Technology  
(Computer Graphics)

### **School of the Art Institute of Chicago**

Chicago, Aug 2016 - Dec 2020

BFA in Visual Communication Design

## SKILL

### **UI/UX**

Figma

Sketch

Adobe XD

Zeplin

Protopie

Principle

Webflow

Invision

### **Graphic Design**

Adobe Creative Suite

### **3D/Motion/Prototyping**

Adobe After Effects

Cinema 4D

Unity 3D

Adobe Premiere Pro

Spark AR

## ACADEMIC PAPER

### **Google Research / Interactive Machine Learning**

Submitted to Siggraph May, 2022

Authored a research paper on the findings on  
Interactive Multimodal Representation of Machine  
Learning Functions for Human Understanding of  
Machine Learning

## CERTIFICATE

### **University of Michigan / Data Structure Python**

Issued Aug 2021

## EXPERIENCE

### **Meta (Facebook) / Product Design Intern, AR**

Burlingame, May 2022 - Aug 2022

- Designed social experiences for AR wearable device, including features for expressions and sharing of health data, with deep integration into Meta Family of Apps and hardware.
- Shipped full end-to-end flow within a short period, collaborating with cross-functional partners across all stages, from research, design, to execution.
- Built vision, ran user research, and defined product framework using animated and interactive prototypes using Figma, Spark AR, and After Effects.
- Delivered designs that can be applied to multiple teams, creating cohesion and strong integration

### **Google / UX Designer (Academic Project)**

Pittsburgh, Jan 2022 - May 2022

- Visualized various types of data in a 3D environment
- Represented High-Dimensionality features of ML models
- Designed engaging 3D interactive user experience with Unity

### **Carnegie Mellon University / AR/VR 3D Artist**

Pittsburgh, Aug 2021 - Dec 2021

- Created 3D scenes using Cinema 4D
- Designed XR interactive experience using Unity

### **Adobe / Lead Creative Cloud Ambassador**

Chicago, Feb 2020 - May 2020

- Designed and published a web interface that introduces Adobe products and lectures
- Organized Adobe XD workshops for students
- Lead a team of ambassadors suggesting creative directions

### **School of the Art Institute of Chicago / Motion Designer**

Chicago, Jan 2020 - May 2020

- Created typographic motion graphics for use in campaigns
- Produced 3D animations for the 2020 commencement

### **The Field Museum / Graphic Design Intern**

Chicago, May 2018 - Aug 2018

- Designed an informative poster about the Máximo exhibit
- Created an 80-page education guide for students