



Awards

Hatch Awards Merit
New Blood x Editor X
Young One Shortlist
HackDibner

Community

Figma Campus Leader
HackNYU Design Lead
BostonHacks Organizer
Forge Design Studios
Strike Magazine

Experience

Assembly, Designer [07/2025–Present]

Shaped Assembly's product and visual experience across core features, AI app builder Studio, onboarding, and web. Led visual QA and created brand and launch materials across digital, motion, and marketing.

NASA, Product Designer [04/2024 – 05/2024]

Conducted an accessibility audit for NASA's Eclipse Soundscapes project, identifying barriers for blind and low-vision users. Redesigned keyboard navigation, tab order, and screen-reader experiences to improve WCAG accessibility.

Pomu, Product & Brand Designer [03/2024–04/2025]

Designed end-to-end product experiences from early concepts and user flows through interaction design and polished UI. Partnered with product and engineering to simplify complex workflows.

RETRO//VRS, Product Designer [02/2024 – 04/2024]

Redesigned key user flows for a blockchain-powered luxury resale marketplace, using competitive research and journey analysis to simplify navigation, clarify interactions, and strengthen trust throughout the experience.

Apple, Design Intern [05/2024–09/2024]

Developed multi-platform event identities with a cross-functional creative team, exploring concepts through visual research, art direction, iteration, and critique.

BBDO, Design Intern [05/2023–09/2023]

Designed a digital loyalty experience for Auchan, developing the work from early concepts and storyboards through interaction design and final visual execution.

Spark, UX Design Apprentice [09/2021–05/2022]

Led UX/UI design for a crowdfunding platform supporting low-income students, using user research and A/B testing to shape information architecture, donation flows, and the MVP.

Educations

New York University [09/2023–05/2025]

Master of Science in Integrated Design and Media with concentration in HCI

Boston University [09/2020–05/2023]

Bachelor of Science in Advertising with minor in Visual Arts

Skills

Art Direction, Product Design, Brand Systems, Visual Design, Interaction Design, Prototyping, Information Architecture, User Flows, Design Systems, Typography, Data Visualization, Visual Storytelling, Accessibility (WCAG), Motion Design, Product Strategy, Product Roadmapping, User Research & Synthesis, A/B Testing, Survey Design, Copywriting, Prompt Engineering, Rapid Prototyping, Claude Code, Flora, HTML/CSS, JavaScript