

EDUCATION

Master of Science in Industrial Design, 3.51/4.00, *University of Houston*, Houston, TX Awarded May 2020

- 3-year terminal-level degree. Concentrations: design research, interaction design, and human factors.

Bachelor of Science in Bioengineering, 3.02/4.00, *Rice University*, Houston, TX Awarded May 2016

DESIGN RESEARCH & DEVELOPMENT

Human Centered Design Researcher, *University of Houston*, Houston, TX Aug 2019 – Present

- Served as principal investigator; created plans and identified appropriate methodologies to answer key research questions; developed research materials (protocol, scripts, consent documents, data collection instruments, etc).
- Conducted mixed methods case study research and data analysis in SPSS and MS Excel; identified unmet user needs; developed key design principles from insights.
- Led design thinking workshops, participatory sessions, and focus groups; produced journey maps, sketches, models, and prototypes; refined and validated solutions guided by heuristic analysis.

Piezoresistive Textile Motion Capture Gloves, *University of Houston*, Houston, TX Jan 2019 – May 2019

- Designed gloves and developed novel textile sensors; went above and beyond by developing a custom Node.js server, data powered UI, and virtual reality demo in Unreal Engine.

At-home Flexion/Extension Therapy Device, *University of Houston*, Houston, TX Aug 2018 – Dec 2018

- Awarded **First Place**, 2019 University of Houston Graduate Research Showcase.
- Designed, wired, and coded functional prototypes from literature review and design ethnography research done at Texas Children's Hospital; redefined the patient experience to improve outcomes and increase therapy adherence.

Web Specialist, Human Resources, *Rice University*, Houston, TX Aug 2016 – Aug 2018

- Led design research sprints and project lifecycles. Developed web apps and resources that reached every employee; streamlined applicant forms and online interfaces to improve user experience for applicants and recruiters.
- Migrated websites and introduced data-driven, user-centric information architecture, provided technical guidance.

Designer & Front-end Developer, *Freelance*, Houston, TX Jul 2013 – Aug 2016

- Launched custom solutions for small businesses by providing strategy and applying collaborative design methods; completed independent contract work while in school.

DESIGN SPRINTS

Design for Houston 2020, *Design Thinking & Innovation*, Houston, TX Feb 2020

- Helped facilitate UX design sprint, mentored, worked closely with organizers and sponsors to run event operations.

2020 IDEO CoLab Makeathon, *IDEO*, San Francisco, CA Oct 2019

- Collaborated with transdisciplinary team; created visual design and user interface for an employee productivity tool.

2019 IDEO CoLab Makeathon, *IDEO*, San Francisco, CA Mar 2019

- Selected from talented pool of applicants to design and code a prototype to objectively quantify soft skills.

OTHER SKILLS

- Design: AdobeCC (Ps, Ai, Id, Xd, Lr, Pr, Ae), Sketch, InVision, Flinto
- CAD: SOLIDWORKS (with surfacing modeling), KeyShot, Fusion 360
- Programming/scripting: Arduino IDE, Processing, MATLAB, Python, R
- Modeling/animation: Cinema 4D, 3ds Max, Unreal Engine, Unity
- Web: HTML, CSS, JavaScript / Node.js, PHP, WordPress, Drupal
- Digital fabrication
- Electrical prototyping
- Digital photography
- Spanish: Native Proficiency
- English: Native Proficiency