

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 & PRODUCT DESIGN

Interaction Designer II, *frog Design*, Austin, TX Feb 2021 – Present

- Researched, designed, and validated several digital designs for diverse clients (agency experience).

Design Engineer (Internship, 3 months), *Mixer Design Group*, Austin, TX Jul 2020 – Oct 2020

- Designed and validated several mechanical designs for diverse clients (agency experience).

Human Centered Design Researcher, *University of Houston*, Houston, TX Aug 2019 – May 2020

- 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.

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.

RECENT DESIGN SPRINTS

Design for Houston 2020 (Facilitator), *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 (Participant), *IDEO*, San Francisco, CA Oct 2019

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

OTHER SKILLS

- Design: AdobeCC (Ps, Ai, Id, Xd, Lr, Pr, Ae), Sketch, InVision, Flinto
- CAD: SOLIDWORKS, PTC Creo/ProE, Fusion 360, KeyShot
- Programming/Scripting: Arduino IDE, Processing, MATLAB, Python, R
- Motion/Animation: Cinema 4D, 3ds Max, Unreal Engine, Unity
- Web/Dev: HTML, CSS, JavaScript / Node.js, PHP, WordPress, Drupal
- Quantitative, qualitative, and mixed methods research and analysis methods
- Spanish: Native Proficiency
- English: Native Proficiency