

Education

Cornell University / Cornell Tech — M.S. Information Systems

Aug 2026 – May 2028 (Expected) | Concentration in Connective Media

University of California San Diego — B.S. Cognitive Science

Sep 2021 – Dec 2024 | Specialization in Design & Interaction | Cum Laude

Experience

Winsights.life — Product & Data Intern

Oct 2026 – Present | Boston, MA (Remote)

Prepared for MVP launch through QA planning, acceptance testing, and bug reporting. Own in-app, email, and push notifications, from UX audits and templates to PRDs. Automated MongoDB-to-Google Sheets waitlist reporting with Claude Code, defined pre-launch analytics, and shipped a marketing study page.

Gamania — UI/UX Design Intern

Jul 2024 – Aug 2024 | Taipei, Taiwan

Designed information architecture, user flows, wireframes, and interactive prototypes for &Me, an internal brand-resource platform. Organized assets and merchandise across the Download and Brand Goods subpages around employee needs. Refined navigation, content hierarchy, and page layouts for the Cheer Up Foundation website.

Triple C — Product Designer

Oct 2022 – Jun 2024 | San Diego, CA

Led end-to-end product design for a UCSD social event app, from user flows to high-fidelity prototypes; earned a Net Promoter Score (NPS) of 43 in product testing. Conducted user research through 211 surveys and 15 user interviews to inform feature decisions. Partnered cross-functionally with product managers and developers on event creation, map/list discovery, filters, saved events, and onboarding.

Crypto-Arsenal — UI/UX Design Intern

Jun 2023 – Sep 2023 | Taipei, Taiwan (Remote)

Redesigned Arena Detail user flows to unify trade history, live trades, backtesting, and simulation. Contributed reusable UI components, variants, and interaction states to a design system. Built responsive designs with Figma Auto Layout and collaborated with engineers to validate layouts across devices.

University of California San Diego — Instructional Assistant

Mar 2023 – Mar 2024 | San Diego, CA

Supported a 296-student COGS 14A course through office hours and Piazza Q&A on research methods; drafted exam questions and graded assessments. Evaluated design projects for 47 students enrolled in DSGN 118, providing actionable feedback to guide revisions and clarify project requirements.

CAIDA — Graphic Designer

Nov 2022 – Dec 2024 | San Diego, CA

Collaborated with researchers to turn Internet measurement findings into clear, data-driven infographics. Designed graphics and posters for academic conferences, maintaining CAIDA's visual identity.

Additional

Skills

Design: Interaction Design, Visual Design, Wireframing, Prototyping, User Flows, Information Architecture, Design Systems, Responsive Design, WCAG Accessibility

Research: User Interviews, Surveys, Usability Testing, A/B Testing, Journey Mapping

Tools: Figma, Miro, Adobe InDesign, Photoshop, Illustrator, Codex, Claude Code, Claude Design

Programming: HTML/CSS, JavaScript, Python, Java