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Experience

2019   **Product Designer (Remote), Stencila.** Seattle, WA and New Zealand.

I researched, designed, and developed tools for scientists and researchers to create reproducible scientific papers in collaboration with developers and the CEO. I led user research and test sessions in New Zealand and Seattle, designed web apps and a Google Doc plugin in Figma, and implemented designs using Django templates, HTML, Sass/CSS, and JavaScript. I also led community engagement by conducting monthly community conference calls and in-person workshops, developing documentation, and automating CLI tool demos.

2018–2019   **Interaction Designer, United Airlines.** Chicago, IL.

I worked closely with product owners and stakeholders, business analysts, and developers to develop designs to drive ancillary sales. I designed user flows that were cross-platform (iOS, Android, desktop web, mobile web), met firm-wide accessibility standards, and conformed to 6 working style guides/pattern libraries differing across platforms and code bases. I also created interactive Axure prototypes for usability tests, and annotated UI specifications in Abstract and Zeplin for handoff.

2018   **Designer-in-Residence, Designation.** Chicago, IL.

I was the sole designer selected from my 16-person cohort to serve a 12-week residency in the design program. I led feedback sessions through daily standups and critiques, assisted in project management, and served as a mentor and leader for a cohort of new UX and UI designers.

2017–2018   **UX Designer, Designation.** Chicago, IL.

I learned and applied UX/UI design methodologies in a highly immersive, 24-week bootcamp, where I collaborated with teams on live client projects to develop research-backed solutions for users through user/SME interviews, ideation, concepting, rapid prototyping, and usability testing. I worked with teams of designers to craft and present UX solutions for clients including:

Neopenda, a medical device company creating solutions that give patients in low-resource settings access to high-quality care. I redesigned a monitoring dashboard to help overwhelmed and understaffed Ugandan nurses monitor multiple newborns through a vital signs monitoring headband device.

TourPro, a logistics management platform for festival and tour managers who need to complete the planning process for live performances. I collaborated with a design team to develop a Gmail plugin and a standalone festival/tour management platform to fulfill the needs of users with highly personalized workflows.

2016–2017   **Full-Stack Web Developer (Remote), WebMocha.** Honolulu, HI.

I collaborated with in-house designers, developers, and project managers at larger companies to augment their development teams. I worked on many Hewlett-Packard projects for a year, including Grommet, an open-source, ReactJS-based UX framework for enterprise software (where I became the top #3 GitHub/code repository contributor following the two framework founders). I collaborated with ZenXD and Shutterfly to develop an internal dashboard application in order to manage thousands of print orders and unify printer APIs into a single internal application.

2015-2016   **Instructor and Teaching Assistant, various companies.** Honolulu, HI.

At **Goma Games**, I designed curriculum and taught programming for a week-long summer course to elementary through high school students at La Pietra, an all-girls school. At **Dev League**, I tutored and mentored developers in a full-stack JavaScript web development bootcamp on evenings and weekends while maintaining a full-time web developer position.

2015-2016   **Web Developer, various companies.** Honolulu, HI.

At **Sudokrew Solutions**, I implemented a custom Ghost (Node.js blogging platform) template marketing site. At **Airship CMS**, I integrated Cloudinary's API into their platform to develop an image/video uploader feature of a headless CMS designed for developers.

Awards

Host Sponsor's Choice Winner (Microsoft), IATA AIR Hackathon for Reduced Mobility.
Seattle, WA. 2020.

1st Place Best UI Winner, AT&T Hackathon Competition.
Honolulu, HI. 2015.

1st Place Competition Winner, Global Game Jam.
Honolulu, HI. 2015.

Fellowship Recipient, Taiko Center of the Pacific Fellowship (for Japanese drumming).
Honolulu, HI. 2012–2013.

1st Place National Design Competition Winner, Construction Industry Round Table (ACE).
Washington, DC. 2007.

Design

Tools

Axure, Figma, Sketch, Procreate, Zeplin, Abstract, InVision, Marvel, Adobe CS, WordPress, Keynote

Skills

Web app design, mobile/tablet design, wireframing, prototyping, user interviews, competitive analysis, journey mapping, user scenarios, affinity diagramming, concept sketching, information architecture, task flows, site/app maps, heuristic evaluations, concept testing, usability testing

Development

Languages

JavaScript, Python, Java, C++

Web skills

Responsive/mobile-first web development, API integration

Front-end

HTML5, CSS3, JavaScript, ReactJS, Redux, Angular, jQuery, D3, Highcharts, Sass, Less, Bulma, Foundation, Bootstrap, Grommet, Ratchet, Ionic, Phaser, Jade, Ghost, Handlebars

Server-side & database

Node.js, Express, Axios, Jade, Mongoose ORM, MongoDB, Heroku, Stormpath API

Workflow/testing utilities

Git, Yeoman, Bower, Gulp, Grunt, LiveReload, Mocha, Chai, Jasmine, Vagrant, VirtualBox

Other skills

Foreign languages

Working knowledge of Japanese (intermediate level coursework) and Indonesian (limited proficiency)

Presentation

I gave talks and ran workshops to developers on the following topics: jQuery event delegation and mouse events, D3, Flexbox, and web performance.

Education

B.A., Media Studies. Scripps College.
Claremont, CA. 2012.