

Experience

- Elixir Labs** 2018 - Present
Product Designer
 Designing wireframes, mockups, prototypes, and animations for a group micro-lending system, service aids Kenyan women in building financial independence through development of small businesses
- U.S. Census Bureau** Summer 2019
Civic Digital Design Fellow
 Lead UI/UX efforts in redesign of Census Open Innovation Labs' web platforms, optimized cross-sector collaboration between private companies, community organizations, and the federal government to tackle pressing national challenges
- USC Viterbi School of Engineering** 2017 - 2019
Video Production Assistant
 Assisted Digital Media Producer in production and editing process of USC Viterbi promotional video content for USC events and Youtube channel
- Techsoup** Summer 2018
Design Intern
 Created graphics and short videos for integrated marketing campaign to drive nonprofit registration, designed graphics for social media materials, and internal affairs

Education

- 2017 - 2021
University of Southern California
 School of Cinematic Arts
 BA - Media Arts and Practice

Skills

- | | |
|--------------|---------------|
| Figma | Illustrator |
| Cinema 4D | After Effects |
| Maya | Unity (C#) |
| Premiere Pro | Photoshop |
| Processing | HTML/CSS |

Languages

- | | |
|---------|---------|
| English | Chinese |
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Activities

- Code the Change** 2018 - Present
Lead Designer
 Designing and prototyping screens for Medmind, a mobile application that helps cancer patients track their medication; utilizes medical history to help expand data-sharing among cancer patients and researchers
- Design for America** 2018 - 2019
Project Team Lead
 Collaborated with Los Angeles City Hall to design publicity campaign around new program that allows homeless individuals to pay off parking citations with community
- USC Peak** 2017-2018
Co-Founder & Lead Designer
 Designed marketing materials, branding package, and other media content for Messenger chat bot that provides real-time capacity updates of on-campus USC facilities
- Pixar Animation Studios** Summer 2015
Girls Who Code Student
 Studied Python, Javascript, HTML, CSS in a seven week intensive program, Worked as the lead software engineer on Outside In, an interactive maze game and website that addresses the stigma around depression