

## Education

### Stanford University | SEP 2016 - JUN 2022

M.S. Human-Computer Interactions, course focus in Product Design

- Course Assistant: Intro to HCI Design (Winter 2021), Design for Understanding (Fall 2021)
- 2021 Stanford Alumni Association [Community Impact Award](#) winner

B.S. Computer Science (Human-Computer Interactions)

- Stanford Varsity Softball – 5-year letter winner, Senior Captain, All-PAC 12, NFCA Academic All-American, + [more](#).
  - Residential Assistant, Upper Class Dorm – 107 undergraduate residents (2018-19)
  - [Stanford Summer Engineering Academy](#) Participant (2016) & Residential/Course Assistant (2018)
  - [Rubenstein-Bing Athlete Civic Engagement](#) Participant – New Delhi, India (2017)
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## Work

### Product Design Intern @ Formlabs | Somerville, MA | JUN - SEP 2021

- Designed embedded UI flow for SLA printers that decreased time to print by up to 3 hours.
- Designed flow to incorporate nitrogen pressure option in the Formlabs next-gen SLS printer.
- Illustrated the setup guide for Formlabs' powder recovery system.

### Product Design Lead @ CartaLab, Stanford School of Engineering | Stanford, CA | JAN 2020 - PRESENT

- Conducted 17 user interviews with undergraduate students about their course planning processes – synthesized in my senior research paper, which discusses key pain points and potential for remedying these issues.
- Working with 4+ designers on the user interface (UI) for course browsing and data visualization using Figma.
- As one of the first hires, I grew our design team from scratch handling recruiting, onboarding, management, etc.

### Product Design Intern @ Heali AI | Remote – Santa Monica, CA | AUG - OCT 2020

- Re-built the team's atomic Design System in Figma taking them from scrappy startup to functional at-scale.
- Researched, designed, and shipped Heali's recipe renderings, web share view, and rating system.
- Designed graphics explaining Heali's roadmap and competitive edge for their grant writing team.

### Summer Entrepreneurship Fellow @ Lightspeed Ventures | Menlo Park, CA | JUN - AUG 2019

- Worked on an app to connect returning citizens from prison with helpful community members.
  - Conducted user interviews with Bay Area formerly incarcerated individuals to hone the product focus and MVP.
  - Attended strategy sessions with top Lightspeed partners.
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## Projects & Volunteering

### UX Research Lead | Remote – Stanford, CA | MAR - DEC 2020

- Only team without an MBA student accepted to the Stanford Graduate School of Business [Startup Garage](#) 2020.
- Conducted 40+ user interviews with designers, managers, and engineers exploring how these actors collaborate throughout the product development process. Mentored by Bob Lisbonne.

### Human-Centered Design Instructor @ [Code.X](#) | Remote – Palestine | JUN - JUL 2020

- Taught 20 Palestinian students the design thinking process and supported them in creating final projects.
- Posted design lecture videos to YouTube to be viewed by our students in both Palestine and Albania.

### UX Consultant ([d.Leader](#)) @ Stanford Blood Center | Palo Alto, CA | JAN - MAR 2020

- Selected to co-lead an innovation team working to produce new methods for recruiting first-time donors.
  - 15% increase in donations at Redwood City blood drive; launch of the [#EverydayBrave initiative](#) in Oct 2020.
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## Skills

**Design** | storyboards, journey maps, ethnographic research, RITE testing, wireframing, Figma, Adobe Creative Suite

**Programming** | HTML/CSS, Java, Android, C, C++, JavaScript