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NOTE -
This document contains confidential information, and is not to be shared outside of its intended recipient and purpose.

education

Rhode Island School of Design
Industrial Design, Politics & Policy
BFA; 2015-2019

Brown University
Design, Qualitative Research

NYU Wagner
Design Research, Economics

skills

"Hard" Skills

Sketch, Principle, Framer, Figma
Photoshop, Illustrator, InDesign
Rhino, V-Ray, Zbrush, Revit, AutoCAD
Web & Mobile Design & Optimization
Technical Drafting (Type, Arch., Man.)
Processing, Pure Data, UML

"Soft" Skills

Project Management
Strategy Development
User Research (Qualitative & Quant.)
Presentation Development
Internal Education and Trainings
HCI and Digital Heuristics
Design Research Ethics

recognition

- 2021 Art Basel Miami
Exhibited Work
- 2021 Gowanus Open Studios
Exhibiting Creative
- 2020 United States Artists
Grant Recipient
- 2019 Department Thesis Award
Thesis in generative audio
- 2019 RISDxyz
Magazine feature
- 2019 ___scapes Gallery Show
Exhibited computational work
- 2018 Johnson & Johnson
Scholarship for outstanding
female design leadership

experience

Outdoorly
Senior Design Consultant - UI, UX
2021-2022

Designed product selection interface and deployable widgets for e-commerce spaces. Optimized original and existing design assets for web and mobile, expanded UX to include edge cases, and developed growth-oriented product strategy.

Nexus Studios/Facebook Reality Labs
Design Consultant - UI, UX, Graphics
2021

Principal designer for virtual and augmented reality interfaces, focusing primarily on task-based user flows and real-world integration. Designed digital & 3D assets, branding guidelines, icons, and logos for a Facebook-led exploratory project.

Homer
Design Consultant - 3D, Visual
2020-2021

Designed, developed, and rendered 3D models in Rhino, Zbrush and V-Ray for a confidential consumer product line led by Frank Ocean. Wrote custom Grasshopper scripts for high precision mold modelling and complex parametric visualizations.

TAD
Design Associate - Digital, Technology
2019-2020
Multi-sector design agency work, focusing on integrated technology in architecture and data strategy. Client projects included generative audio systems for the NBA, sensor-driven visuals for CitiBank, and a comprehensive data usage and security strategy for Pfizer's 1 million sqft smart building HQ in Hudson Yards.

NASA - Johnson Space Center
Design Intern- Digital, VR
2018
Redesigned UI for VR astronaut training systems. Conducted and translated 100+ user interviews into a human data repository, which informed physical ability parameters for VR-based system design. Resulting interface and standards were compiled into guidebook to inform future programming and design changes.