

EXPERIENCE

Generative AI Analyst

Mar '25 — Present

NVIDIA

Santa Clara, CA

- Labeled and annotated road signs for autonomous vehicle AI training, ensuring high data accuracy and consistency while adapting to evolving project guidelines in a fast-paced environment.
- Collaborated in daily sync meetings to refine annotation workflows, address edge cases, and enhance AI model performance by applying structured problem-solving and attention to detail.

UX/UI Designer

Oct '21 — Feb '25

SM Fine Art Gallery

New York, NY

- Led the website redesign project, optimizing user flows and mobile responsiveness, resulting in a 55% increase in unique visitors and a 15% rise in mobile traffic.
- Collaborated with the art director to ensure brand consistency across digital assets, enhancing user experience by designing intuitive mobile invitations, posters, and social media graphics that align with the brand's visual identity.

Graphic Communication Intern

Jan '21 — Apr '21

NC State University MARCOM

Raleigh, NC

- Developed and executed comprehensive visual communication strategies in MARCOM team, producing over 20 unique graphic materials across both print and digital platforms that engaged thousands of university stakeholders.

EDUCATION

M.S. in Information Science, University of North Carolina at Chapel Hill

Aug '22 — May '24

- Relevant Coursework: UX Design and Usability / Advanced Interactive Media / Web Development / Information Visualization / Web Info Organization / Database Concepts & Apps / Programming for Information Science

B.S. in Technology, Engineering and Design Education. Concentration: Graphic Communication,

NC State University at Raleigh

Aug '18 — May '21

A.A. in Liberal Arts, Wake Technical Community College at Raleigh

Aug '17 — May '18

PROJECTS

UX/UI Designer [PopCorn, Side Project]

Feb '25 — Present

- Leading the design and branding of a native mobile app for sharing real-time grocery price information, focusing on creating an MVP to address user needs. Analyzing user behavior to enhance engagement and reduce churn. Collaborating with two developers to align on design solutions and ensuring smooth handoff for efficient development.

UX/UI Designer & Front-End Developer [CareYaya, UNC SILS Practicum Project]

Aug '23 — May '24

- Conducted research on caregiver experiences through stakeholder and user interviews, using data-driven decision making to analyze survey data and identify key challenges in elder care support.
- Developed web-based interactive data visualization tools to collect caregiver strain indicators, supporting CareYaya's business objective of enhancing caregiver resources. Implemented the front-end using React to create an intuitive and accessible survey experience, improving user engagement and data collection efficiency.

UX/UI Designer [BrewBot, UNC Interdisciplinary Team Project]

Jan '24 — May '24

- Developed interactive mobile and web prototypes for a campus robotic coffee shop using Figma, incorporating competitive analysis, user personas, and wireframing to align user goals with business objectives.
- Collaborated with cross-functional teams in an Agile/Scrum environment to develop user-centric features, including personalized onboarding and FAQ page, enhancing first-time user experience with robotic technology.

UX/UI Designer [Google Maps, Personal Project]

Jul '24 — Aug '24

- Conducted user interviews and surveys to identify pain points in the existing "Add Stops" feature and ETA display in Google Maps, leading to targeted improvements in usability and information hierarchy.
- Led usability testing for the redesigned features with 16 participants, resulting in a 93.3% success rate in task completion and a 5.6/7 rating for the redesigned ETA display, showing improvements in user satisfaction and interface efficiency.

UX/UI Designer & Front-End Developer [Responsive Portfolio Website Development]

Aug '24 — Oct '24

- Designed and developed a responsive, user-centered portfolio website using HTML, CSS, JavaScript, and PHP. Prioritized clear visual hierarchy, strong accessibility, high contrast for readability, and WCAG-compliant colors for inclusivity.

SKILLS

Design & Development Skills User Research, Usability Testing, User Flows, Design System, Information Architecture, Wireframing, Prototyping, UI Design, Storyboarding, Typography, Responsive Design, Interaction Design, 3D modeling, Figma, Adobe XD, Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Blender, SolidWorks, HTML, CSS3 (SCSS), JavaScript, React, PHP, SQL, Python

Soft Skills Design Thinking, User Empathy, Cross-Functional Collaboration, Agile/ Iterative Process, Attention to Detail, Quality Assurance, Stakeholder Communication, Receptive to Feedback, Continuous Learner