



interaction designer. art director. creative prototyper. She has designed for XR, Generative AI, AI wearables, entertainment, health & wellness, creator tools, productivity tools.

EDUCATION

Carnegie Mellon University

Bachelor of Design
Human-Computer Interaction Minor

New York University

MPS, Interactive Telecommunication

SKILLS

Interaction Design

Adobe Suite, Figma, Protopie, user research, storyboarding;

XR Prototyping

Blender, Unity, Unreal Engine, Motion Capture, Substance Painter, Maya, TouchDesigner, OSC;

Physical Prototyping

Arduino, Fusion 360, 3D printing, IoT, OSC, Eagle PCB design;

Programming Language

C#, Python, React;

AWARDS

Telly Award Silver

2024 Lucid Reality Labs

Gold MUSE Award

2024 Lucid Reality Labs

IxDA Award

2023 Disrupting category shortlist

The 2022 GQ Fitness Awards

Frame Fitness Reformer

Core 77 Design Award

2021 Student Notable

NOTABLE EXPERIENCE

Lucid Reality Labs, remote

XR Experiential Designer, January 2023 - present

First full-time design hire. Lead design from presale creative direction to XR UI/UX design system 0-1 for award-winning XR projects, including Universal Studio, Doxy.me, Medtronics, Phillips.

USC Vision & Graphic Lab, remote

UI/UX Designer & Technical Artist, May 2023 - Jan 2024

I created photorealistic renderings in UE5 and Maya for the latest research on AI & character creation, and I designed early product vision for the text-to-avatar AI platform.

Punchcut, San Francisco, CA

Design Technologist, May 2023 - Sept 2023

Design prototyper for internal XR & AI exploration and external client Amazon Prime Video.

Meta Reality Lab, Burlingame, CA

VR Product Designer, June 2022 - Aug 2022

I invented an innovative user journey for mobile-VR sharing flywheel, and pitched the concept to cross-functional partners across four RL teams to flesh out the concept into actionable tasks collaboratively.

IA Collaborative, Chicago, IL

Interaction Design Intern, June 2021 - Aug 2021

I helped the smart fitness equipment startup Frame Fitness by incorporating business strategy, user research and branding in the display screen and web design. Other clients: Airbnb, Capital Group.

IA Collaborative, Chicago, IL

Art Direction Intern, June 2021 - Aug 2021

I pitched creative campaigns and designed billboards for clients including Oculus Quest 2, Facebook Portal, Nissan, Mountain Dew.

Ogilvy, New York, NY

Art Direction & Creative Technology, June 2019 - August 2019

I helped create motion graphics for LG OLED interactive mirror and pitched experiential branding concepts for clients including Mikimoto.