

Multidisciplinary digital media artist, creative technologist, and visual designer. Challenging conventional boundaries between technology and identity through 2D and 3D design, virtual worldbuilding, interactive narrative, and critical net art. Passionate about cyberfeminism, indie publishing, and learning new things.

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EDUCATION

New York University · IMA Low Res @ Tisch · 2023–24

Master of Arts, Interactive Media Arts. Critical engagement and experimentation in new media technologies for creative expression. Coursework in interaction design, programming, media production, electronics, fabrication, 3D, XR, etc. Thesis explores the nuances of a girlhood online through an autofictional virtual world built on Unity. *Special activities: Managing Editor + Design Lead, Adjacent Journal of Emerging Media*

RisoLAB (School of Visual Arts) · 2023–24

Continuing Education courses: Intro to Risograph Printing; Artbooks & Abstract Comics.

Seattle University · 2017–21

Bachelor of Business Administration, Marketing. Minors in Entrepreneurship & Innovation and Chinese Language & Culture. Significant coursework in UX Design.

Universiteit van Amsterdam · 2019

Social sciences study abroad program. Topics included social entrepreneurship, emerging communication technology, media & culture, and music production.

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EXPERIENCE

Postdoctoral Fellow (Research Resident), *NYU IMA Low Res* · 2024–present

Support global IMA Low Res graduate program via teaching assistance, thesis peer mentorship, workshops, office hours, and proposing + implementing program-wide improvements. Furthering personal and collaborative research and project development in the interactive media field. On-site in NYC, Berlin, and Shanghai.

Digital Media Specialist, *Seattle Office of Economic Development* · 2022–23

Oversee website, social media, newsletter, blog. Lead multimedia content creation—graphic design, media coordination, copywriting, photo/video production. Revitalize city department to equitably connect small businesses and high-displacement neighborhoods with public resources. *Key projects: OED x Intl. Examiner Chinatown Activation, Seattle Film Commission, Storefront Repair Fund, Converge x Kremwerk.*

Marketing + Creative Director, *Bricks (fka Cointinuum)* · 2021–22

Create branding assets and proprietary digital design for DeFi startup. Develop UI/UX design for website in preparation of ICO. Lead creative and business development teams on market research, social media, content writing, and outreach.

Marketing Coordinator + Admin Assistant, *Foodz Catering* · 2021

Maintain social media channels and website. Create event signage, marketing materials, and packaging design. Produce weekly kitchen budget spreadsheet.

## SKILLS

Software: Figma, Unity, Blender, Photoshop, Illustrator, InDesign, TouchDesigner, *etc.*  
Programming: JavaScript (p5.js, node.js), HTML/CSS, Python, C#, C++ (Arduino), Java.  
UI/UX + Interaction Design: Wireframing, prototyping, playtesting, iteration, *etc.*  
Game Design: Worldbuilding, interactive narrative, gameplay mechanics, scripting, *etc.*  
Marketing: Graphic design, branding, storytelling, copywriting, social media, *etc.*  
Indie publishing: Risograph printing, zine-making, bookbinding, small business operation, *etc.*  
Soft skills: Creative vision, experimentation, systems thinking, adaptability, detail-orientation.

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## PROJECTS

### YUCKY WORLD · 2024–ongoing

Initially developed for my graduate thesis, *YUCKY WORLD* is an immersive virtual world conceptually rooted in the growing pains and emotional turmoil of a girlhood online. A dynamic, autobiographical, and ever-evolving project, *YUCKY WORLD* serves as both a poetic response to hyper-connected girlhood and the greater context for my artwork at large. It is currently being developed into a fully explorable 3D web experience. Drawing influence from interactive memoir games, cyberfeminism, and speculative design, *YUCKY WORLD* is as much an immersive visual design project as it is an invitation to question the complexities of growing up in a hyper-connected age.

### Girlrot Graveyard (YUCKY WORLD) · 2024–ongoing

A dreamlike digital content graveyard set within *YUCKY WORLD*, *Girlrot Graveyard* invites players to embody the "yucky girl" while navigating a surreal, overgrown space filled with digital fragments—memes, screencaps, and web-woven bits of online culture. The project captures the chaotic, overwhelming nature of a young girl's digital world. Future plans include transforming this piece into an archival web-scraping project, gathering an extensive collection of "girlrot" content to explore the transience of digital media in the wake of TikTok's demise.

### Yucky Press · 2024–present

Independent micropress aiming to produce and publish any and all things yucky.

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## SHOWS / EXHIBITIONS

NYU IMA Low Res Thesis Show · Shanghai, China · June 2024

NYU ITP Spring Show · Brooklyn, NY · May 2024

NYU IMA Low Res Winter Show · Berlin, Germany · January 2024

NYU IMA Low Res Summer Show · Brooklyn, NY · August 2023