

# 01 ABOUT ME

I'm a Computer Science graduate and a digital content strategist who enjoys bringing technology and creativity together.

My main interest is Human-Computer Interaction (HCI), with a focus on interaction design and usability in VR/AR environments.

I've worked on two research projects around XR and AR interaction:

- XR Headset Focal Study: Compared performance differences between varifocal and fixed-focus headsets in 3D tasks to understand how hardware design shapes interaction.
- AR Drawing Guide System: Designed a tool with an extended workspace feature to help users sketch more accurately and smoothly in AR.



Outside of research, I have hands-on experience in UI/UX development, machine vision, and full-stack content strategy. I've created digital strategies for designer-focused concept stores, combining technical know-how with user insights to build practical solutions.

I'm passionate about human-centered design and data-driven thinking, and I love creating interfaces and experiences that feel natural, distinctive, and approachable.