

## AREAS OF SPECIALTY

Design Research  
Design Ideation  
Design Thinking  
Product Design  
Interaction Design  
UI/UX Design  
Conversational AI/Prompting  
Human Centered Design  
Usability-Human Factors

## SOFTWARE SKILLS

Solidworks  
Fusion 360  
Rhino/Grasshopper  
Keyshot  
Blender  
Figma/Sketch  
Adobe Creative Suite  
Microsoft Office Suite  
Digital Sketching Tools  
Arduino/Processing Programming  
AI Chatbots and Services

## HARDWARE SKILLS

General Shop Skills  
CNC Skills  
Model Making, 2D, 3D Fabrication  
Arduino/Electronics Prototyping  
Physical Computing

## PROFESSIONAL SKILLS

Leadership  
Storytelling  
AI/UX Writing  
Hand/Digital Sketching  
Market Analysis  
Trend Mapping  
User Analysis  
Data Visualization  
Form Analysis and Development  
Concept Development  
Manufacturing  
Prototyping/Wireframing  
Photography  
Product Documentation  
Presentation Skills

## HELLO

I'm a product designer with a strong background in researching and innovating future technologies, materials, and interactions. I use AI and design tools to create user-centric solutions that enhance the user experience and solve real-world problems. I have a multidisciplinary approach that combines tech and design skills with knowledge from various domains such as philosophy, science, music, travel, current events, and business. This fuels my diversity in thinking and passion in any project I take on. I'm eager to join your team, and impact the world.

## EDUCATION

### University of Houston

*B.S. Industrial Design - Gerald D. Hines College of Architecture | 2018-2022*

- Historian | Freedom by Design | 2018-2019
- Director of Activities | NASHA | 2019-2020
- Member and Mentor | SIDA (Student Industrial Design Society of America) | 2018-2022

## PUBLIC SPEAKING

- **TEDx Elkins High School (2021)** - Presented a talk titled, "Consuming, Writing, Reasoning: A playbook to Gen-Z Critical Thinking", at an official TEDx event at my former high school

## WORK EXPERIENCE

### Fluency Creative - Freelance and Creative Director

*Self-Employed | 2017-2022*

- a creative firm with a focus on building solutions that impact culture by pushing the boundaries of technology, materials, and interaction
- A title for me to work on personal/independent projects under

### SNK Creative Services - Freelance

*Self-Employed | 2013-2020*

- Event photography, editing, and compilation
- Audio equipment setup and DJ services for cultural gatherings, parties, events, etc
- Managed finances

## SELECTED PROJECTS

- **Opus (21-22)**: My senior thesis project, an research-driven project that explores the possible physical interactions between humans and our digital world through the use of haptics and wearable tech.
- **BOOM (2020)**: A shoe insole that provides a more immersive at home audio experience.
- **Mittee (2021)**: In-fridge produce storage that uses an innovative clay tile system in order to increase longevity of produce by 1.5-2x.
- **Ubi (2021)**: a hardware tracker for use in delivery vehicles in urban micro-logistics contexts that aggregates geolocation data for use by customers, drivers, and logistics experts in the warehouses.
- **Sole (2022)**: An app to help users intuitively shop, discover, and learn about sneakers.