

## PROFESSIONAL EXPERIENCE

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### JW Player

*Product Designer*

Chicago, IL

Aug 2022 – Dec 2024

- Led design and research of a vertical video experience requested by customers representing \$11M ACV
- Owned end-to-end design process for an interactive video editor, dynamic ad strategy dashboard, video players, and design system components
- Collaborated with engineers, PMs, and business leads as sole designer from conception to implementation
- Conducted discovery interviews, alignment workshops, usability tests, and competitive research to inform and/or validate design thinking
- Introduced and cultivated a research-led design culture by unifying product & design team processes and values

### Digital Integrative Liberal Arts Center

*Chief Modeler*

Atlanta, GA

Jul 2020 – May 2022

- Modeled 3D assets and animated for an augmented and virtual reality project using Blender and Unity
- Recreated the 1960s Pickrick civil rights, an event which occurred on GT's campus
- Co-authored a subsequent [publication](#) about how AR creates an immersive educational experience which was accepted and published at IEEE VR 2021 Conference and Georgia Washington EGSA 2021 Symposium

### Ireti Virtual Reality

*Animation Lead*

Atlanta, GA

May 2021 – May 2022

- Led a team of 10 members in creating character/object models, models, costume design/models, and animation
- Implemented all the assets in a virtual reality short film and coordinated with the programmers and director

### The Technique

*Design Editor*

Atlanta, GA

Jan 2021 – Dec 2022

- Produced 12 special edition covers and layouts using Adobe Photoshop, Illustrator and InDesign
- Managed a changing team of 5 student designers in layout and cover design

## EDUCATION

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### Georgia Institute of Technology, College of Computing, Ivan Allen

*Bachelor of Science in Computational Media | Minors in Sociology and Chinese*

Atlanta, GA

May 2022

- Concentrations in People and Interaction Design
- GPA: 3.74 | Summa Cum Laude

## AWARDS

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### Technique Layout & Design

*2nd place*

2022

- Awards with the Georgia College Press Association for Technique Volume 107, Issue 1; Volume 106, Issue 25, and Volume 106, Issue 16

## SKILLS & INTERESTS

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**Skills:** Figma, Adobe Photoshop/XD/Illustrator/InDesign, Unity, Blender, Javascript, CSS, HTML

**Languages:** Mandarin Chinese (fluent), Spanish (conversational)

**Interests:** Tennis, Muay Thai, Brazilian Jiujitsu, snowboarding, ballpoint drawing, acrylic painting