

EDUCATION

Carnegie Mellon University — Bachelor of Design; Additional Major in Human-Computer Interaction (2025–2029)
GPA: 3.6/4.0 | Relevant Coursework: Human-Centered Software Design, Advanced Interaction Design, AI Society Humanity

EXPERIENCE**PeakPOS — Product Designer, Contract (May 2026)**

- Joined as first and sole designer with no existing system, visual language, or component library in place
- Designed two full product directions from scratch: a bold dark editorial direction shipped internally as v1, and a light credible system realigned to stakeholder feedback
- Built a 30+ component Figma design system with Compact, Default, and Comfortable density profiles; documented all states and variants in Storybook
- Caught a critical badge color inconsistency — Ready and Review sharing near-identical hues despite opposite semantic meanings — during documentation, preventing a production UX error

ScottyLabs — Product Designer (2025 – Present)

- Leading design and frontend development for CMU Service, a 001 platform enabling students to trade skills as alternative currency
- Coordinating a 6-person design and development team to scope and deliver product features end-to-end
- Implementing frontend alongside design, bridging the gap between design system and production code
- Creating user flows and interactive prototypes validated through usability testing with 10+ participants

Town of Los Gatos, Youth Commission — Community Outreach & Design Lead (2022 – 2025)

- Led outreach design for civic events, the Special Needs Awareness Program (SNAP), and Narcan awareness campaigns — handling identity, print collateral, and digital materials
- Led the Community Outreach Ad-Hoc Committee, coordinating initiatives that increased youth participation in civic programs

PROJECTS**TartanHacks 2026 — Legal | Product Lead & Frontend Developer (January 2026)**

- Designed and built a navigation hub consolidating fragmented government services for international students navigating visa compliance
- Created interactive knowledge graph UI with chatbot, conflict detection, and timeline planning features
- Coordinated 4 developers to build a multi-source document parsing system

INVOLVEMENTS

Sigma Eta Pi (Entrepreneurship Fraternity) · Brother, 2026 – Present

Undergraduate Entrepreneurship Association · Venture Challenge Board Member, 2025 – 2026

SKILLS

Product & UX: User Experience (UX) Design, User Interface (UI) Design, Interaction Design, Wireframing, Prototyping, Information Architecture, User Flows, Usability Testing, User Research, User Interviews, Competitive Analysis, Design Systems

Design: Adobe Suite (Illustrator, Photoshop, After Effects, Indesign), Figma, Procreate, TouchDesigner

Technical: Python, HTML, CSS, Javascript, React, AI-assisted prototyping (Claude, v0)

Languages: English (native), Chinese (bilingual)

AWARDS

Scholastic Art & Writing Awards — Silver Key (2024, ×2)

Coast Forensic League — Bronze Finalist, Parliamentary Debate (2023)