

EDUCATION

Simon Fraser University

Bachelor of Business
Administration, Fall 2025

Interaction Design and Marketing Joint Major

PRODUCT & DESIGN COMPETENCIES

- | | |
|-------------------|-------------------|
| User research | Usability testing |
| Accessible design | UI design & IxD |
| Design system | Content strategy |
| Data analytics | Product strategy |

TECH & DESIGN TOOLBOX

- | | |
|------------------|----------------------|
| Figma | Adobe Creative Suite |
| Pendo Analytics | Tableau |
| Google Analytics | HTML / CSS / JS |
| Python | Claude Code |
| AutoCAD | Cursor |

BEFORE UX

- Co-founder | Break Thru Sports Academy
- Marketing Specialist | Shift Clean Energy
- Web Design & Branding Intern | SleepGift™

WORK EXPERIENCE

UX Designer | Redwood Software

Jun 2026 - Present

Currently shipping features and re-building the design system for RunMyJob.

UX Designer | Samsung Electronics

Jan 2024 - Jun 2026

Designed Samsung Account for Education as part of a 3-designer team, creating an identity management tool for educational institutions.

Collaborated with a 2-designer team to build a new platform that streamlined Samsung service providers' device management and sales workflows.

Collaborated with designers and developers globally to revamp Samsung Knox design system. Researched and documented component use cases and behaviors, and assisted with development in Storybook.

Product Design Intern | Operto

Jan 2023 - Sept 2023

Collaborated with product managers, designers, and our customers to surface critical pain points. Conceptualized and designed new product features for Operto Guest & Operto Connect to advance the functionality and scope of the product to resolve the identified problems.

Held regular design and tech. reviews with development and senior designers to ideate, refine, define capacity, and advocate for user goals during design hand-offs to convert my Hi-Fi prototypes to product features in our web app.

Product Design Intern | FORM Swim

Sept 2022 - Jan 2023

Brainstormed ideas to improve and extend the FORM user experience. Conducted user research, prototyped, and tested new mobile-app experiences and goggle features to validate new concepts for the launch of FORM's second-gen. goggles, Dory.

Crafted UX deliverables, including annotated user flows and wireframes to effectively communicate design strategies and detailed interaction behaviours, and delivered Hi-Fi UI designs for iOS, Android, and FORM goggles.