

AWARD

First Place - 2026 Tufts Spring Productionh

Feb 2026 / Medford, MA

- 48-hour competition | 77 participants | 25 teams
- Designed GrantMuse, a grant-matching platform simplifying complex eligibility systems into structured workflows for emerging artists.
- Conducted user interviews and market evaluation to validate product direction and uncover platform gaps.

EXPERIENCE

Kamel Rides / Product Design Intern

May 2026 - Present / Remote

- Designed the end-to-end mobile experience for Kamel Rides, a two-sided carpooling platform.
- Designed and simplified ride flows across creation, matching, messaging, payments, reviews, and profiles for both riders and drivers.
- Redesigned Kamel's visual identity and established a cleaner, Gen Z-focused mobile design.

MAP Science / Product Design Intern

June 2025 - August 2025 / South Korea

- Redesigned and launched a responsive medical information website, designing the full UI system in Figma and building the live site in Framer.
- Created wireframes, high-fidelity prototypes, and user flows in Figma to simplify complex medical information.
- Built reusable UI components and responsive layouts in Framer, supporting scalable implementation.

SKILLS

Design

- UI/UX, Prototyping, Design Systems, Responsive Design

Research

- User Interviews, Usability Testing

Tools

- Figma, Framer, Illustrator, Photoshop, After Effects, InDesign, Procreate, Blender

EDUCATION

Tufts University

- B.F.A. in Studio Arts, Minor in Entrepreneurship
- Expected May 2027

Relevant Coursework

Graphic Toolbox / Type as Image / Type in Motion / Branding Conflict / Consumer Product Design

EXTRACURRICULAR

Tufts Chess Club / Social Chair

Jan 2025 - Present / Medford, MA

- Increased event engagement and social reach, growing the club's audience by approximately 400 followers through targeted promotion.

Tufts Thirst Project / Design Team

Sept 2024 - Present / Medford, MA

- Designed campaign materials supporting clean water initiatives in South Sudan.
- Earned approximately \$300 in recent student-led fundraising

PROJECTS

LockIn – Pre-Game Mental Preparation App / Product Designer

BU Catalyst Competition · 2-Day Product Design Challenge

- Designed and prototyped a mobile experience for pre-game anxiety
- Synthesized insights from 15 student-athletes to prioritize features around visualization, breathing, and performance reflection
- Translated research into user flows and high-fidelity prototypes, simplifying the pre-game experience under tight time constraints

LANGUAGES

English (native) | Korean (native) | Japanese (beginner)