

EXPERIENCE

UX Designer II

Sonos Inc.

2021 - Present

- One of three founding designers for Sonos Pro, a subscription-based music management platform for commercial spaces.
- Currently serving as the lead designer of Sonos Pro, shaping the design vision and strategy for a product used in 2,000+ locations and generating millions in recurring revenue.
- Led the design efforts for the Sonos Pro Dashboard, facilitating research, strategy, design, and implementation for a new SaaS enterprise product.
- Developed a scalable design language and system within Sonos's existing brand and experience principles for future features.
- Led the design initiative for Sonos Pro Subscription Purchase and Management, collaborating cross-functionally with 20+ stakeholders from Marketing, Sales, Design, Engineering, and Leadership to research, design, and develop a selfservice purchase and management solution for enterprises. Resulted in alleviating sales team bottlenecks in the previous white-glove sales funnel.
- Led the design efforts for Sonos Pro Front of House experience, conducting research and design to create an MVP solution for onsite staff at businesses nationwide to access music management, with permissions issued from an admin level.
- Present and advise senior directors and vice presidents on current and future work-streams on a monthly basis.
- Developed impactful product demos used in daily sales calls and annual conferences, empowering marketing, account executives, and installers to drive sales effectively.
- Spearheaded dynamic company-wide Hackweeks on a quarterly basis, overseeing 80+ projects and fostering innovation and cross-functional collaboration.
- Promoted from UX Designer I to UX Designer II in Fall 2022, recognized for instrumental contributions towards the beta launch.
- Orchestrated complete lifecycle of interactive web-based dashboard, enlightening residential and commercial customers about solar inverters.
- Surpassed project delivery expectations, ahead of schedule and under budget, through close collaboration with a nimble, four-member cross-functional team.
- Exemplified adept project management prowess, steering the team with precision to attain project objectives and fulfill client specifications.
- Skillfully balanced timelines, resources, and stakeholder expectations, consistently achieving exceptional project outcomes.

SW Product Manager

Product Manager

Winter 2020 - Spring 2021

Solbridge EA

(Capstone)

Sonos Inc.

Summer 2020 (Internship)

- Pioneered exploration, standardization, and execution of a brand new feature in Sonos S2 App.
- Spearheaded requirement formulation and UX definition for both Minimum Viable Product (MVP) and future innovations.
- Efficiently steered prototype delivery, ensuring seamless alignment with project objectives and timelines.
- Exhibited exceptional teamwork and communication acumen in a vibrant, collaborative setting.
- Gained valuable insight into crafting novel features within an established UX and engineering framework, encompassing research, strategic planning, and implementation.

VOLUNTEERING

Graphic Design Teacher

East Harlem Tutorial Program September 2024 - Present

Biology Tutor

East Harlem Tutorial Program
September 2024 - Present

- Partner with a Design Teacher to mentor high school students in weekly sessions focused on design fundamentals, introducing them to creative disciplines and career paths at the intersection of STEM and design.
- Provide a safe, engaging afterschool environment to foster creativity and encourage exploration of real-world opportunities in design.
- Provide one-on-one tutoring to a 9th-grade student, focusing on key biology concepts and test-taking strategies to prepare for a state proficiency exam.
- Tailor lessons to the student's learning needs, ensuring personalized support and improved understanding of the subject matter.

EDUCATION

Carnegie Mellon University

2017 - 2021

Human Computer Interaction & Architecture, Interaction Design

Graduated with College Honors, Deans List

TOOLS

Figma

Miro

Adobe CC Atlassian

Sketch

HTML/CSS

SKILLS

UX/UI Design

Interaction Design

Iterative Prototyping

User Research

Storyboarding/Wireframing

Cross-Functional Collaboration