

Professional Experience

SunWorld International | User Experience Designer | Remote, CA | June 2025 - Present

- Sole product designer on Seedling, an internal SaaS platform for licensed plant varieties, from discovery through usability testing. Now used company-wide and internationally, with multilingual support.
- Designed the interface for Seedling's AI layer, which lets users query the database in plain language. Tested with field and finance users across languages.
- Built the Seedling design system (components, tokens, cross-platform patterns) that engineering turned into the production library.
- Designed Root, a native field app with GTS, Citrus and QA modules, from research to company-wide adoption.

Friends of Figma, San Jose | Brand & Design Lead | Remote, CA | September 2025 - Present

- Grew chapter membership tenfold, from 6 to 60.
- Created the chapter's visual identity and scalable design system for digital and print.
- Ran community events such as Figma Make Demo Night and Font Walk, securing sponsors, venues and materials.

kick back space | Founding Product Designer | Remote, CA | April 2024 - March 2025

- First design hire on an AR/VR platform for virtual classrooms and meetings in shared 3D space.
- Turned 3D environments into usable interfaces, covering layout, sightlines, interaction and spatial navigation.
- Shipped with a small early-stage team alongside engineering and a 3D artist.

kinkofa | User Experience Lead | Remote | November 2023 - March 2024

- Led end-to-end design of an iOS app that helps Black families reconnect and organize reunions.
- Conducted user research and worked with clients, engineers and stakeholders.
- Designed a 40-screen prototype to WCAG 2.2 standards, streamlining core flows.

Skills

Design | Product Design, UX/UI, Interaction Design, Design Systems, Information Architecture, Wireframing, Prototyping, Responsive and Mobile Design, Accessibility (WCAG 2.2), Graphic Design, Motion Design, Game Design, 3D Design

Process | User Research, Usability Testing, Discovery, Journey Mapping, Affinity Mapping, Card Sorting, Data-Informed Design, 0 to 1 Product Strategy, Cross-Functional Alignment

AI and Emerging | Designing AI Interfaces, Prototyping with AI Tools (Claude Code, Cursor, Figma Make), Cross-Platform and Localization

Builds | React, Framer, Supabase, Vercel, HTML/CSS/JavaScript

Tools | Figma, Adobe Creative Cloud, Sketch, Principle, Jira, Notion, Miro

Education

General Assembly | UX Design Immersive | 2023

University of Kent | BA (Hons) Digital Design | Canterbury, UK