

WORK EXPERIENCE

Product Design Hardlines Intern (Marvel & Lucasfilm) | Disney | Jun 2025 - Dec 2025

- Provided feedback and design direction through mockups for brands like Funko, Just Play, Cable Guys, VTech
- Used Disney's Online Product Approval (OPA) system to assess future toys, collectibles, and consumer electronics

Design & Engineering Researcher | Northwestern | Sep 2021 - May 2022

- Developed creative solutions for [Fresh Water Life](#) to make use of 50% of their discarded plastic
- Worked with Kohl Children's Museum to boost exhibit engagement, redesigned to triple the total play time

Design Intern | Encore Batavia | Sep 2020 - June 2021

- Designed informational card deck to promote non-profits (added to welcome baskets for new Batavia residents)
- Created a branding manual, logos, business cards, and letterheads using Adobe Illustrator and Adobe InDesign

PROJECTS

Future of Grocery Store Checkout | Magic Hood

- An RFID product system for bulk scanning grocery bags to reduce time, friction, and mental load at checkout
- Observational research, stakeholder interviews, and "Wizard of Oz" testing to inform experience flow and form

Branded Writing Utensil | Dove Shower Marker

- A washable marker with a suction stand that allows users to capture shower thoughts and erase with ease
- Brand research (core values, design principles, signature elements) for Dove and rapid prototyping (3D Prints)

Purposeful Light | beam buddy

- A companion desk light for college students that can articulate to support their versatile desk activities
- Prototyped body + joint mechanism with cardboard (3D prints for lamp head), modeled in Fusion & cut with CNC

Food Delivery for Nurses | Meal Prepping with DoorDash

- Developed a solution for how DoorDash can increase usage within the user group of nurses (sponsored)
- User interviews, observation/need frameworks, prototyping (wireframes), user feedback, solution frameworks

Kohl Children's Museum Exhibit Refresh | Build-A-Train

- Redesigned the peg table station for [Kohl Children's Museum](#) in their City on the Move Exhibit
- Developed 'Build-A-Train' via kid-centric prototyping and keyed components for shape-recognition assembly

COURSEWORK

2025-2026 | Advanced Rendering Techniques, Materials, UI Design, Experiential Prototyping, Culture of Objects

2024-2025 | User Centered Design Methods, Smart Product Design, Cognitive & Social Psych, Enterprise & Innovation

SKILLS

Design | Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Substance 3D Stager, Figma

Modeling | Fusion 360, SOLIDWORKS, Maya, KeyShot, VRED Pro, Autodesk Inventor

Research Methods | Interviews, Journey Maps, Storyboards, Personas, Market Research & Analysis

Programming | Arduino IDE, Python, HTML, CSS