

WORK EXPERIENCE

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

- Provided product development feedback and design direction for licensees like Funko, Just Play, Cable Guys, VTech
- Used Disney's Online Product Approval (OPA) system to assess toys, collectibles, and electronics for brand alignment

Design Researcher | Northwestern | Sep 2021 - May 2022

- Developed creative retail solutions for Fresh Water Life to make use of 50% of their discarded plastic from cleanups
- Worked with Kohl Children's Museum to boost exhibit engagement, redesigned experience to triple 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)
- Developed cohesive brand assets and guidelines including branding manual, logos, business cards, and letterheads

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, "Wizard of Oz" testing, materials, manufacturing, product feasibility

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 (values, principles, core elements), rapid prototyping (3D prints), ergonomic testing, CMF testing

Purposeful Light | beam buddy 🔗

- A companion desk light for college students that can articulate to support their versatile desk activities
- Multi-part assembly, joint mechanism testing (cardboard, 3D prints), CAD modeling, CNC fabrication

Food Delivery for Nurses | Meal Prep with DoorDash

- Developed a solution for how DoorDash can increase usage within the target user group of nurses (sponsored)
- User interviews, user needs, prototyped and tested UX solutions with UI wireframes, iterated based on user feedback

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

- Redesigned the peg table station located in the museum's City on the Move exhibit to improve play experience
- 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, After Effects, Figma, Sketching, Concept Boards, Presentation Decks, Branding

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

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

Programming | Arduino IDE, Python, HTML, CSS