

SUMMARY

I'm a designer who ships high-volume work across digital, print, motion, and physical space, trained in interaction, graphic, and interior design. I build brand identities and design systems from scratch with a craft-first sensibility, and use AI-aided workflows to move faster.

EXPERIENCE

Web Designer at *Dynamo AI*

March 2026 - May 2026

- Designed a **web page** for a product launch using Figma and Webflow.
- Converted designs from Figma to Webflow that drove **4,600+ sessions** in the first month, and **~1,100 sessions/week**.
- Delivered and shipped work on a **3-week** schedule, iterating through **6 rounds** of cross-functional stakeholder feedback.
- Built and maintained design-system components, restructuring **30 components** into an organized, searchable library.

Software Coach at *CCA Learning Resources Center*

May 2024 - Present

- Coached peers **1-on-1 across 50+ design sessions** (typography, layout, hierarchy, and visual consistency).
- Provided software training (Figma, Adobe Suite) and facilitated a workshop on how to launch a product via Swift UI.

Graphic Designer at *Baijiazhuang (Cement Company)*

June 2024 - July 2024

- Designed production **packaging for 3 cement product lines**, translating brand values identified through client discussions into designs that solved practical issues like site mess.

Graphic Designer at *Cloud 9 Academy (Educational Institution)*

September 2023 - December 2023

- Designed and shipped three posters in a **3-week** timeline, finalizing designs within **2 rounds**: quick sketches, visual refinement, and typesetting aligned with the institution's values.

Design Assistant at *KWSD Architecture Studio*

June 2022 - August 2022

- Researched and designed library interiors using Rhino and Enscape.
- Collaborated with architects to write and translate a project article published in ***Dwell Magazine***.

PROJECTS

Social Lab Partnership with *IDEO*

January 2026 - August 2026

- Designed a personalized privacy layer built into macOS that lets users set boundaries and nudges before sharing private information.
- Conducted **4 rounds of user interviews** to develop flows, refine focus, and test prototypes.

Shubing MDes Experience Design - Independent

May 2026 - August 2026

- Designed a shared sensory experience for cats and owners, validated through **4 prototypes** tested with a live cat before any screens.
- Delivered the service solo end-to-end: journey map, personalization flow, physical kit, and an app filling the post-checkout "waiting gap."

sheep MDes Form - Independent

September 2025 - December 2025

- Designed a sleep ritual product that helps prepare people to sleep. Owned end-to-end UX from research to high-fidelity prototype.
- Built a complete brand identity from scratch: logomark, typesetting, and color palette, which I applied to communication materials.

Anchor Figma Hackathon - Communication Designer

March 2026

- Designed a tool that uses mundane and familiar objects as time markers, revealing the gap between the felt and lived time.
- Developed a full visual identity (color palette, typography, aesthetic direction) **in 3 days** during the hackathon.

EDUCATION

MDes Interaction Design at California College of the Arts (CCA) ***Departmental Scholarship Award***

September 2025 - August 2026

MFA Design at California College of the Arts (CCA)

September 2023 - May 2025

BFA Interior Design at Syracuse University

September 2019 - May 2023

SKILLS

Brand & Visual: Brand Identity, Design Systems, Typography, Editorial & Print, Environmental / Signage, Visual Storytelling, Conceptual Development

Motion & Web: After Effects, Premiere Pro, Jitter, Webflow, HTML/CSS, Landing & Campaign Pages

Tools: Figma (components & design systems), Adobe Creative Suite (Illustrator, Photoshop, InDesign, After Effects)

Workflow: AI-aided Design (Midjourney, AI design tools), Cross-Functional Collaboration, Design Documentation, Fast & High-Volume Execution