

SUMMARY

Innovative **Product Designer** with hands-on experience in **visual identity** and **web development**. Built a comprehensive **brand system**, enhancing marketing impact and clarified user experience through **detailed prototyping** in Figma. Seeking Product Design entry level roles where I can apply my design skills to create **intuitive, impactful digital experiences**.

EXPERIENCES

Product Designer

March 2026 - May 2026

Dynamo AI

- Designed a new product page using the **internal design system**, maintaining brand consistency, and reducing developer handoff time friction.
- Delivered final approved designs within a **3-week timeline** by iterating through **6 rounds** of stakeholder feedback.
- Converted Figma designs into Webflow pages that drove **4,600+ sessions** within the first month of launch, **sustaining ~1,100 sessions/week at peak**.
- Restructured **30** Webflow components and current design system to improve consistency and accelerate future page builds.
- Used AI to identify **12 unmet** presentation needs and redesigned **20 slide templates** with updated layout, paragraph styles, and color palette.

Product Designer

September 2025 - December 2025

sheep (Individual Project)

- **Built a complete brand identity system from scratch**, applied across product UI, pitch decks, and marketing communications.
- Mapped out **1 primary user journey** and translated it into a detailed user flow that structured the Figma prototype.
- Conducted **4 user interviews** that revealed **2 critical pain points** directly shaping the product's core features.
- Designed **Figma prototype** to demonstrate how users interact with the product.
- Produced and edited a product trailer video using Midjourney, After Effects and Premiere Pro, published across social media platforms for launch marketing.

Visual Designer

March 6-8, 2026

Anchor (Figma Hackathon)

- Developed the visual identity for a mobile app concept **within 3 days**, addressing time perception, establishing **color palette, typography, and overall aesthetic direction**.
- Co-designed user flows and contributed to defining **3 core app features** — object timeline, smart filters, and time travel reflection.
- Shaped the project **narrative and presentation structure** to communicate the design concept clearly to judges and collaborators.

Software Coach

May 2024 - Present

Learning Resources Center at CCA

- Provided 1-on-1 coaching sessions on visual design principles, improving their understanding of **layout, hierarchy, visual consistency**.
- Provided 1-on-1 software training including **Figma, Adobe Suites, Rhino, Cargo**.
- Facilitated workshop and taught participants how to launch a product in the App Store.

EDUCATION

Interaction Design (MDes)

September 2025 - August 2026

California College of the Arts (CCA)

Design (MFA)

September 2023 - May 2025

California College of the Arts (CCA)

Interior Design (BFA)

September 2019 - May 2023

Syracuse University

SKILLS

Figma, AI, Prototyping, Adobe Suite, UI/UX, After Effects, HTML, CSS, JavaScript, MCP
Photography, Ideation, Presenting, Storytelling, Multi-tasker, Fast-making, Dynamo, AI, Communication