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OBJECTIVE

To obtain a job in product development, user experience (UX), or user interface (UI) design.

EDUCATION

California Polytechnic State University, San Luis Obispo
Bachelor of Science, Graphic Communication | Major GPA: 3.78

Concentration: Web & Digital Media
Graduated: June 2017

EXPERIENCE

Interaction Designer | Google
Mountain View, California | September 2017 – Current

Working to improve the core experience of Gmail on web and mobile.

User Experience Designer | Project Jupyter
San Luis Obispo, California | June 2015 – September 2017

Project Jupyter, an open source project based at Cal Poly and UC Berkeley, is an interactive computing environment for data science and scientific computing. I collaborate with a large distributed team at Cal Poly, UC Berkeley and high tech industry. Overhauled the project website to be responsive and modern as well as maintain a consistent design across the platform. Focused on UX design, wireframing, prototyping, research and usability testing. Led the initial design of JupyterLab, an open source web IDE for data science and scientific computing expected for launch in 2017.

Software Engineering Intern | Microsoft
Redmond, Washington | June 2016 – September 2016

Worked on the Microsoft Azure Notebooks team to create a platform for educators to easily manage and share sets of Jupyter Notebooks. At the end of the summer, received a full-time offer to return as a software engineer.

ENTREPRENEURSHIP

Founder | Espresso Co.
San Luis Obispo, California | January 2014 – September 2016

Formed at Startup Weekend 2014 and placed second out of nineteen teams. With a multi-disciplinary team, we developed an easy-to-use service for shops to support pre-ordering. Designed and developed the brand and managed a team of nine.

Design Lead | Clock'd – HotHouse Accelerator 2015
San Luis Obispo, California | Summer 2015

Team was chosen to participate in the Cal Poly's Center for Innovation & Entrepreneurship's HotHouse accelerator program over the course of Summer, 2015. Given \$10,000 in seed money to further develop the company. Designed a native user interface for the company's iOS and Android applications. Created mockups as well for a managerial hub on the web.

Co-Founder | RumbleApps
Agoura Hills, California | 2009 - 2014

Designed and developed seven distinct applications for the Apple App Store which received over 2 million downloads, cumulatively.

SKILLS

Visual design
Interaction design
Wireframing and prototyping
UX/UI design and development
Usability testing
User research
Logos and branding
Graphic layouts
HTML, CSS, Javascript
Python
Java

SOFTWARE

Sketch
Illustrator
Photoshop
InDesign
Keynote
UsabilityHub
InVision rapid prototyping

HONORS

Cal Poly Dean's List – Winter 2016
Cal Poly Dean's List – Spring 2015
Cal Poly Dean's List – Winter 2015
Startup Weekend 2015 – Second Place
Startup Weekend 2014 – Second Place