

WORK EXPERIENCE

Asana — Product Designer

MAY 2024 — PRESENT | NEW YORK, NY

- Designed Asana Meetings from zero to Early Access, turning meeting transcripts into summaries and actionable tasks
- Championed the design of core components for a new goal visualization tool that links work to the company's top-level objectives
- Increased adoption of Asana's out-of-office feature 3x through design and rollout improvements

Persona — Product Designer

JAN 2023 — DEC 2023 · INTERNSHIP | SAN FRANCISCO, CA

- Spearheaded the design of reusable modules for Workflows, Persona's orchestration flow-builder product, improving subroutine replication and maintenance
- Championed the design of a Translations Manager for the flow-builder product, increasing customer efficiency and enabling self-service translations

Splunk — Product Designer

MAY 2022 — AUG 2022 · INTERNSHIP | SAN FRANCISCO, CA

- Spearheaded the design of an activity feed that gives security analysts visibility into incident updates and enables ChatOps collaboration through Slack integration
- Audited and systemized reusable components for Mission Control, Splunk's unified security console, into a design kit that improved team efficiency

RemitBee — UX Designer

SEP 2021 — DEC 2021 · INTERNSHIP | TORONTO, ON

- Designed the end-to-end mobile web app experience, optimizing the interface for small screens
- Revamped RemitBee's design system and created a component library for the client portal

TD Lab — UX Designer

JAN 2021 — APR 2021 · INTERNSHIP | WATERLOO, ON

- Crafted the complete user experience for a mobile app optimizing grocery shopping for students using the double-diamond design process

Product Design Mentor, Freelance

APR 2020 — PRESENT

- Mentored 20+ students through a self-created 16-week curriculum, helping them build their first UX portfolios

EDUCATION

University of Waterloo

SEP 2020 — MAY 2025

Bachelor of Applied Science, Systems Design Engineering

AWARDS

CredElection, Adobe Jam — New York Times competition finalist; presented to judges and earned 3rd place for a mobile app designed in 7 days to flag election misinformation SEP 2021 | 3RD OF 156

UpBudget, TILE Designathon — earned 4th place for a mobile app designed in 24 hours that merges budgeting and automated micro-investments MAY 2021 | 4TH PLACE

SKILLS

Design: Design Systems, Prototyping, UX Research, Product Strategy, Storytelling, Data-Informed Design, AI/LLM Product Design, Information Architecture, Usability Testing, Visual Design, Interaction Design, Accessibility

Tools: Figma, Claude, Cursor, Sketch, InVision, Zeplin, Adobe Illustrator, After Effects, Dovetail, Loom, Jira, Linear, Asana

Technical: HTML/CSS, JavaScript/TypeScript, C++, Java, Python