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Product Designer with a background in architecture and experience designing AI-assisted educational products. I bring systems thinking, user research, and rapid prototyping together to simplify complex experiences and help people make better decisions.

EXPERIENCE

Sept 2025 - March 2026 | Remote

UX/UI Design Intern | RightOn Education

- Contributed to the early development of an AI-assisted product for educators by defining user flows, rapidly prototyping solutions, and moderating pilot testing to validate product direction.
- Planned and facilitated usability studies with educators, translating research findings into product decisions that guided the evolution of an AI-assisted classroom tool.
- Designed and iterated AI-assisted content generation workflows that balanced automation with user control, producing faster, classroom-aligned outputs for teachers.

Jun 2025 - Aug 2025 | Cedar Knolls, NJ

UX/UI Design Intern | Fingerpaint Group

- Transformed low-fidelity wireframes into production-ready high-fidelity designs for a pharmaceutical website redesign while maintaining design system consistency.
- Systematically iterated designs by meticulously incorporating internal and client feedback, resulting in quicker turnaround for accurate, client-approved content.

Jan 2022 - Sept 2022 | Las Vegas, NV

Architectural Associate | LTRD Corporation

- Improved construction documentation by verifying drawing accuracy and coordinating revisions, reducing contractor RFI's and project delays.
- Instituted a peer review process for drawing sets, increasing the quality of drawing sets and reducing rework due to drafting errors.

EDUCATION

Designlab UX Academy

UX/UI Designer Certification | 2024

University of Nevada, Las Vegas

B.S. Architecture | 2021

SKILLS

Product Thinking
User Research
Usability Testing
Interaction Design
Information Architecture
AI-Assisted Prototyping
Rapid Prototyping
Design Systems

TOOLS

Figma
FigJam
Cline for VS Code
Claude
GitHub
Adobe CC