

UX Research | Human Factors Engineering | Adaptive and Assistive Design

EDUCATION

Tufts University - M.S. Innovation & Management, M.S. Human Factors Engineering

Expected May 2025/2026

Relevant Coursework: Medical Technology Development, Assistive Design, Human-Computer Interaction, Modern Project Management, New Product Innovation, Finance in Technology Firms, Marketing: Digital and Branding

Stanford University - B.S. Product Design, Minor in Education (GPA: 3.76)

June 2021

Relevant Coursework: Product Design Methods, Analytical Product Design, Advanced Product Design: Needfinding and Implementation, Mechanical Systems Design, Mechanics of Materials, Product Realization: Design and Making Activities: Stanford Track and Field (2016-2021), Kids with Dreams (2016-2020), Design Summer Cohort (2019)

EXPERIENCE

National Ability Center — Recreation and Adventure Instructor

Park City, UT | May 2024 - August 2024

- Led adaptive programming for individuals with cognitive and physical disabilities, enhancing accessibility and usability through tailored interventions for 100+ participants.
- Collaborated with therapists and staff to identify participant goals and implement design adjustments.
- Developed rapid prototypes to best suit participant needs and align with usability principles.

Achieve Tahoe – Adaptive Ski and Snowboard Instructor

Alpine Meadows, CA | November 2023 - April 2024

- · Led over 150 adaptive ski and snowboard lessons to individuals with cognitive and/or physical disabilities.
- Studied and mastered the use of adaptive equipment used for alpine skiing and snowboarding.

UEGroup — Junior UX Researcher, Associate UX Researcher

San Jose, CA | February 2022 - April 2023

- Conducted comprehensive user research for diverse industries by employing quantitative and qualitative methodologies, including 200+ hours of usability testing.
- Synthesized findings from studies into actionable insights and presented recommendations to stakeholders to inform product development decisions.
- Managed all aspects of research efforts from participant recruitment to study design and execution.

Stanford Haas Center — Education Partnership and Leadership Fellow

Stanford, CA | September 2019 - March 2020

- Led community programs to develop math skills in children, designing curriculum and managing tutoring sessions.
- Fostered collaboration between educators, parents, and volunteers to support program objectives.

21C Skills Lab — Design and Research Intern

Auckland, NZ | July 2019 - August 2019

- Helped build a project-based learning program for teachers using design thinking strategies.
- Conducted user interviews and developed resources for onboarding, including digital illustrations and user journey maps.

PROJECTS

NaviCare — Health App Development

Medford, MA | September 2024 - Present

- Leading the end-to-end development of a health management app for adult caregivers.
- Conducting user research and building a prototype to assess usability and enhance user experience.
- Analyzing the competitive landscape and building a comprehensive marketing and financial model.

plush+ — Senior Capstone: Companion Toy and Unboxing Experience

Stanford, CA | September 2019 - June 2020

- Led user research, web development, and user testing for a companion toy designed to help kids understand disabilities.
- Created high-fidelity prototypes for user testing, including educational and personalized materials based on our insights.

SKILLS & AWARDS

- Research: Qualitative & Quantitative Research, Study Coordination and Design (Airtable, SurveyMonkey), Data Synthesis
- Design: Prototyping (lathe machining, milling, laser cutting, welding), UI/UX Design (Figma), CAD Modeling (SolidWorks)
- General: Project Management (Asana), Interdisciplinary Teamwork (Google Suite, Microsoft Office Suite)
- Awards: Stanford Award of Excellence (2020)