

EDUCATION

Indiana University Bloomington

May 2027

B.S. Informatics, Specialization in Web Design and Development

Coursework: Software Systems, Discrete Structures, Human-Computer Interaction/Design, Web Design, Visual Design, Digital Design, Interaction Design Practicum, Interactive Electronics Prototyping, Information Representation, Information Infrastructure

SKILLS

Design: Figma, UX Design, Interaction Design, Rapid Prototyping, Design Systems, User Research, Co-design, Responsive Design, Motion Design, User Testing

Frontend: React, Next.js, JavaScript, HTML/CSS, Tailwind CSS, Node.js, Three.js, GSAP, Bootstrap, Vite

Tools: Cursor, Codex, Claude, VS Code, Java, C++, Python, SQL, FigJam, Miro, Jitter, Paper, Photoshop, After Effects, Illustrator, Procreate, Blender, Git/GitHub, Vercel, Fusion 360, Tinkercad

EXPERIENCE

Undergraduate Research Assistant · CCI Lab · IU Bloomington

Sep 2026 - Present

Community-Computer Interaction Lab · NSF-funded research · Python, JavaScript, community co-design

- Build and iterate on Python and JavaScript Discord bots designed to foster community, studying how members interact with online communities and observing each bot's impact on user behavior.
- Contributing original bot design and research findings toward a poster submission for CHI 2027, building on a year of community observation translated into testable care-practice prototypes.

Undergraduate Instructor · INFO-I308 · IU Bloomington

Aug 2026 - Present

Information Infrastructure II · SQL, PHP, relational databases

- Led **10 project teams (~50 students)** through SQL, PHP, database design, ERD modeling, Git workflows, full-stack development and application integration; keeping teams on pace through grading, office hours, and milestone reviews.

Software Engineer Intern · Genomics Lab · IU Bloomington

Sep 2025 - Dec 2025

Python, LightGBM, scikit-learn, CUDA, HIVDB

- Trained and benchmarked machine-learning models on HIVDB mutation data, achieving 79-96% accuracy across 18 antiretroviral drugs with AUROC > 0.95.
- Constructed an LLM on the ML model data and integrated into an Nvidia Jetson Orion for portable and accurate blood testing.

Freelance Product Designer & Developer · F Perez Concrete

Jul 2025 - Sep 2025

Next.js, Mapbox, Google Analytics

- Designed and shipped a Next.js site, SEO, and Google Business Profile - growing traffic from zero to 90 visits per month.
- Built a Mapbox job estimator and authenticated admin dashboard, reducing quote preparation and enabling client-managed updates and management.

Software Engineer Intern · Infosys · Python, Document AI, OCR

Jun 2025 - Aug 2025

- Developed an automated PII detection and redaction system for digital and scanned PDFs, reducing manual review workload by 70% and generating audit-ready reports.

PROJECTS

Meta · Designer · Partner Project

Aug 2026 - Sept 2026

- Conducted UX research and product design within a 4-person team on an Events feature for Meta that turns "we should hang out" into an actual plan inside the group chat.
- Grounded the design backed by research, building an individual-first invite flow with private-by-default declines and an opt-in "Public Declines" toggle to lower the social cost of saying no.
- Ran usability testing that surfaced 3 key improvements — search on the invite screen, clearer date/time detail in invite messages, and a share button for past events — and folded them into the final prototype.
- Delivered end-to-end research, ideation, and a Figma prototype across a 4-week sprint, presenting the concept directly to Meta's partner team.

Twitch · Designer · Partner Project

Sep 2026 - Nov 2026

- Reimagining the mobile hype-train experience for Twitch as part of Interaction Design Practice, researching why/how viewers engage with and donate to online communities and creators.
- Conducted 14 user interviews to uncover motivations behind community engagement and creator support, translating findings into key insights, leading to design ideas for the mobile flow.
- Iterating from sketches to Figma to AI-assisted rapid prototyping to test and refine the redesigned hype-train concept.
- Building towards a developed prototype, figma prototype, and slide deck to present the concept directory to Twitch

LEADERSHIP

Director of Marketing · Data Science Club

Aug 2026 - Present

- Helped grow the club **from 0 to 50 members** within the first few weeks of the semester through visual identity, event graphics, email promotion, and campus promotion.