

Education

Carnegie Mellon University
College of Fine Arts
Candidate for MS in
Computational Design (CD), 2024–26

Washington University in St. Louis
Sam Fox School of Design & Visual Arts
BFA in Communication Design,
2018–22

Activities

Graduate Student Assembly Committee
Representative, 2024–
Serve as a representative of the first-year cohort of MSCD in the School of Architecture, as well as an architecture representative in the broader cross-university Graduate Student Assembly.

AIGA WashU
Co-President, 2018–22
Hosted workshops and talks raising awareness of design and community building, as well as broader conversations about Sam Fox resources. Collaborated with other student groups on professional events and student networking.

WashU Experience Design Club
Co-President, 2020–22
Organized and facilitated club meetings where members collaborate on various projects. Created promotional material for meetings and recruitment, oversaw communications.

Washington University Political Review
Design Lead, 2018–22
Designed issues for publication and created interactive illustrations to accompany articles. Designed apparel for club merch.

ACM WashU
Designer, 2020–22
Created social media graphics and promotional posters for the WashU chapter of the Association for Computing Machinery. Hosted workshops exploring ways to blend creative coding and art/design.

Experience

CMU School of Architecture, Pittsburgh
Research Assistant, September 2024–
Developing programmatic book design tools for Prof. Daragh Byrne.

Google Labs via Magnit, New York City
Maker in Residence, Oct 2023–April 2024
Creative coding, workshop/community event facilitation, social media support, community management (outreach, onboarding) and maintenance, and strategy at Google Labs (labs.google).

Sosolimited, Boston
Digital Designer, Oct 2022–August 2023
Experiential/interface design, environmental graphics, and content production at various scales ranging from desktop sites to lobby activations, for clients across arts and culture, tech, finance, and healthcare. Created decks for client presentations. Researched and developed in-house tools and workflows to strengthen culture and improve collaboration across a multidisciplinary team. Developed studio brand identity through print/digital design and illustration. Organized and maintained inventory and hardware. Oversaw and managed content creation for social media.

RegretsOnly, Boston
Design Intern, May–July 2022
Assisted in various projects across brand/identity, web, and creative coding for clients in entertainment, tech, and food. Created decks for client presentations. Programmed generative tools for internal use.

Freelance Graphic Design
2020–
Print, web, and apparel design for clients across tech, academia, arts and culture, and accessibility. Collaborations with Are.na, Sibling Industries, the Washington University in St. Louis Writing Department, and Mildred Lane Kemper Art Museum.

Mildred Lane Kemper Art Museum, St. Louis
Student Educator, 2019–22
Led tours for both special exhibitions and permanent collections; facilitated active conversations about artworks with visitors of all ages.

Office for Socially Engaged Practice, St. Louis
Graphic Design Intern, 2020–22
Researched and facilitated interviews and outreach among students to challenge and improve Sam Fox culture. Illustrated for OSEP materials and internal communications.

Tools

Adobe Creative Suite, Figma, Miro
HTML, CSS, JQuery, JS, p5.js, Python
DrawBot, RoboFont, FFMPEG, Rhino
Microsoft Office, Google Suite, Keynote
Sketch, InVision, Slack, Zoom
Fluent in Mandarin Chinese

Volunteering

Harvard Museum of Natural History
Sketching Facilitator, March–Sept 2023
Encourage learning and drawing in the galleries. Engage and support the museum visitor experience.

Black Power Blueprint
Graphic Design Volunteer, 2020–
Design social media graphics to promote Black Power Blueprint events supporting racial justice and economic self-empowerment initiatives and other community efforts in North St. Louis.