

EDUCATION

Georgia Institute of Technology

May 2027

B.S. Computer Science (Concentration in Human-Computer Interaction, Minor in Marketing)

Atlanta, GA

- **Major GPA:** 3.88 / 4.0

SKILLS

Tools: Cursor, Replit, Figma, Framer, Adobe Creative Suite, Blender

UX & Design: AI-aided rapid prototyping, asynchronous product storytelling, POC-first product exploration, Real-time 3D for web

Programming: Java, Python, HTML/CSS, JavaScript, Three.js, C

RELEVANT EXPERIENCE

Product Management Intern

June 2026 - August 2026

ID.me

Mountain View, CA

- Incoming Summer 2026 Intern

Product Management Intern (Full-Time) / (Part-Time) ↗

May 2025 – Aug 2025 / December 2025 – Present

Articul8 AI

Dublin, CA

- **Shipped a new product intake flow** that cut idea-to-implementation time from **6 weeks to 1 week**, leveraging AI-aided proofs-of-concept and prototypes to align engineering, product, and leadership to deliver high-value UX improvements.
- **Delivered a revamped citation experience** for Articul8's Generative AI platform, developing intuitive previews and embedded popups that significantly improved citation UI's transparency and **strengthened client trust** in the product.
- **Contributed directly to Aether's semiconductor-model workflows** by partnering with Intel NEX and domain SMEs to research, design, and ship improvements that made the model easier to use.
- **Built company-wide team engagement during rapid growth**, engaging **60+ employees** and improving cross-team connection.

Senior Designer

Jan 2025 – May 2025

iOS Club Georgia Tech

Atlanta, GA

- **Drove UX/UI for iPlay**, a SwiftUI-powered party game, where iPhones serve as joysticks for a MacBook-hosted game experience.
- **Mentored and led a team of three designers**, providing feedback outside 2x weekly meetings, teaching UX fundamentals like user interaction patterns, usability heuristics, and cognitive load reduction, and iterating prototypes based on user testing.
- Integrated designs alongside developers, refining mid and hi-fidelity wireframes to align with rapidly evolving user needs.

PROJECTS

Interactive 3D iPod with Live User Music Data ↗ | *Wireframing, Spline 3D, Node.js, JavaScript, RESTful APIs (last.fm), HTML/CSS*

- Produced an **interactive 3D iPod experience** that visualizes users' real-time listening data, reducing user bounce rate on my website by **15%** by blending nostalgia-driven design and modern APIs. Organically adopted by **40+ users online**.
- Built a Node.js backend to handle API logic and calls, text truncation, and transliteration to display music metadata on the web. Optimized 3D assets for web display, minimizing load times by 55% (2.6s → 1.7s).

International Hub @ GT ↗ | *Figma, Google Forms, Slides, Photoshop*

- Researched, designed, and prototyped a **centralized information portal** with forum integration, addressing challenges for **1,000+ international students** at **Georgia Tech** by streamlining access to official resources and fostering student interaction.
- Interviewed 6 international students and created 2 hi-fi prototypes. User testing revealed a **37% increase** in positive feedback.

LEADERSHIP AND COMMUNITY INVOLVEMENT

Founder and President

Mar 2021 – June 2023

Light the Way

Manila, Philippines

- Founded and led a nonprofit organization dedicated to empowering indigenous and rural communities in the Philippines and Pakistan through renewable energy and sustainable engineering infrastructure projects.
- Raised \$6,000+ during COVID-19 through fundraisers supporting Indigenous local businesses (Gruppo Dolci, MAD Travel), using funds to install solar water pumps and automate water collection for 250+ families and typhoon-impacted schools.