

Experience

State Street

UX Designer

Jan 2025- Present

- Designed end-to-end product and interaction experiences for the State Street Alpha investment management platform, simplifying complex workflows across 10+ product modules.
- Redesigned data-intensive dashboards and workflows, improving task efficiency by an estimated 20% while reducing cognitive load
- Partnered with product managers and engineers to deliver user-centered features from concept through implementation in Agile teams
- Expanded the State Street Alpha Design System with 25+ reusable components, improving UI consistency and reducing design handoff time by ~30%
- Translated user research into wireframes, prototypes, and interaction designs that improved feature adoption across enterprise workflows

UX Designer and Researcher Co-op

Jan 2023- Jun 2023

- Planned and conducted 7 user research studies to understand traders' workflows and inform interaction design for enterprise investment management products
- Synthesized user research through affinity mapping, journey mapping, and workflow analysis to drive five iterative design improvements
- Created wireframes, interaction flows, and prototypes that translated research insights into intuitive experiences for financial professionals

Artists for Humanity

UX Designer and Mentor Co-op

Jan 2022 - Apr 2022

- Led end-to-end redesign of a public-facing website, increasing user engagement and session duration
- Collaborated with stakeholders through iterative design reviews, usability testing, and rapid prototyping to deliver user-centered improvements
- Built reusable CMS templates, reducing content publishing time by ~40% and improving consistency across pages

Visual Artist

Jul 2018 - Oct 2025

- Produced high-quality visual assets library for business and community clients to achieve marketing campaigns and branded events
- Led client-facing projects for 10+ events, translating stakeholder needs into visual deliverables and building long-term client relationships
- Mentored 18+ teen artists and coordinated studio workflows, improving team efficiency and output

Graduate AI Research Project: in-home mental health system

Product Designer

Jan 2025 - Apr 2025

- Led end-to-end product design for an AI-powered mental health support platform, creating user flows and high-fidelity prototypes in Figma for patients and caregivers
- Conducted 10+ user interviews and literature reviews to identify barriers to mental health support and inform AI interaction design
- Designed multimodal conversational flows and response frameworks that balanced AI guidance with user autonomy and psychological safety

Education

Northeastern University

MS in Experience Design

Northeastern University

BFA in Interaction Design

Skill

User Research, Usability Testing, Workflow Analysis, Journey Mapping, Personas, Affinity Mapping, Information Architecture, Quantitative Research

Product Design, Interaction Design, UI Design, Enterprise Software, B2B SaaS, Data-Intensive Workflows, Investment Management Platforms, Design Systems, Responsive Design, Mobile Design, Wireframing, User Flows, Rapid Prototyping, High-Fidelity Prototyping, Figma

Cross-Functional Collaboration, Agile, Product Thinking, Design Execution, Stakeholder Communication, Design Reviews, Implementation Support

AI-Driven Product Design, AI Interaction Design, Conversational Design (AI/ Chatbots), Generative AI for Design, Basic HTML/CSS

Tools

Figma, Cursors, Claude code, Replit, Gemini, ChatGPT, Nano Banana, Codex, Adobe Creative Suite, Microsoft Office Suite, Google Suites, Canva, Dovetail, Miro, Lightroom, Notion, Storyblok, Visual Studio Code