Experience

Experience Designer, Airbnb (Contract)
June 2021 to Present, Remote
- Designing tools to help agents triage support cases.
- Creating new components for Design Language System including dark mode for agents, and communicating transitions via micro-interactions.

Freelance Designer
Oct 2019 to Present, Remote
- Remotely designed systems & brands for early-stage YC-funded startups and non-profits

Senior Experience Designer, Sonder (IPO in 2021)
Apr 2019 to Oct 2019, San Francisco
- Designed platform for Sonder's operations, which helps Sonder's city teams, interior design, fulfillment, distribution, and pricing teams around the world communicate to get new rooms to a guest-ready state. Field research in San Diego and Pittsburgh.
- Led the team to develop design system, Ohana, for operational tools.

Product Designer, Samsara (IPO in 2021)
May 2017 to Apr 2019, San Francisco
- First design hire. Led design for three product areas: Routing/Dispatch, Documents/Workflow, Core Fleet
- Designed tools to help truck drivers and fleet managers communicate safely, review route patterns to dispatch more efficiently, and streamline post-delivery documentation workflows. Field research in Portland and local trucking businesses.
- Actively developed and contributed to the design system.

Education & Research

B.A. Cognitive Science, UC Berkeley
Graduated May 2017

HCI Undergrad Researcher, Hybrid-Ecologies Lab, UC Berkeley
Professor Eric Paulos, Ph.D. & Professor Cesar Torres, Ph.D.
• Co-authored paper (ACM DIS 2019) titled
"Phosphenes: Crafting with Resistive Heaters", new media for creating time-based art, using heat, silver conductive paper circuits, and thermochromic pigment in paintings.

HCI Research Assistant, HCI Lab, National Taiwan University
Professor Lung-Pan Cheng
• Researching haptic feedback in VR experiences.

Awards & Recognition

Hacker Fellow, Backend Capital
$25K in pre-seed funding

Design Fellow • Andreessen Horowitz (a16z) Gen.D Cycle IV
Shadowed Renato Olmos (Director of Product Design • Lyft)

Skills & Tools

Digital Figma, Principle, Framer.js, Unity 3D / **Programming** HTML/CSS, React.js, Python, C++ / **Physical** Electronic Prototyping, Laser cutting, 3D Modeling/Printing, Fusion 360