
EXPERIENCE**Industrial Designer** at **Unbox Product Design**

Winter 2026 – Present

- Run iterative prototype test cycles on CO.8, collecting data and iterating CAD to diagnose a recurring hardware issue, ongoing alongside user research to guide the product forward
- Trained an intern on select CO.8 prototyping and demo workflows, which he now runs independently
- Conducted phase-one research (competitive analysis, human factors sizing, and construction research) and phase-two prototyping on a softgoods product that incorporates electronics, building the first full-scale working prototype to ground the design brief
- Contributed early ideation sketching and CAD development for a lifestyle product in early-stage development
- Use AI-assisted development tools, including Claude, to vibe-code front-end work for a client website and build functional prototypes and demos, extending design contributions beyond physical form

Freelance · **Product Designer**

Summer 2025 – Present

- Lead rebrand and UI redesign for Weeknd, creating an inclusive, consistent visual identity
- Design e-commerce pages and flows for Cattlelog's now-live web and mobile sites
- Partner with startups to define product vision, aesthetics, and usability across user experiences
- Support teams through creative direction and rapid prototyping to bridge early concept and execution

Product Development Assistant, Lighting at **RH**

Fall 2024 – Summer 2025

- Ran weekly vendor calls on timelines, design changes, and priorities for residential lighting collections, leading some meetings directly and serving as point of contact on in-progress collections
- Organized and led design reviews, and reviewed samples and CAD drawings to ensure alignment between design intent and manufacturing
- Coordinated design, vendor, and gallery teams to maintain accurate specifications and cohesive presentation

Industrial Design Lead at **Rendyr**

Fall 2022 – Summer 2024

- Led packaging design and operations for 300+ units, optimizing layouts, material efficiency, and assembly workflows
- Designed and prototyped a custom brush accessory that improved maintenance usability and extended product life for the Optic desktop laser cutter
- Created technical drawings, BOMs, and documentation for packaging and accessory components to ensure manufacturability and brand consistency
- Collaborated with engineers and suppliers to refine fit, finish, and part configurations, resolving production issues in real time

Undergraduate Research Assistant at **Fermilab National Accelerator Lab**

Fall 2020 – 2021

- Developed muon detector housings to facilitate cosmic-ray muon radiography for complete interior discovery of the Great Pyramid of Giza
- Crafted 3D CAD models of the interior of the Great Pyramid for digital simulations

SKILLS**CAD & Prototyping:** SolidWorks, Fusion 360, Rhino, 3D Printing, Laser Cutting, Wood & Metal Shop, Sewing**Design Tools:** KeyShot, Figma, Adobe CC, Canva, Lightburn, Vizcom, ChatGPT, Claude**Workflow:** PLM (Centric), Notion, Jira, Google Workspace, MS Office**Strengths:** Design for Manufacturing, User Experience, Creative Problem Solving, Cross-Team Collaboration

EDUCATION**B.S. in Industrial Design**

Virginia Tech

LEADERSHIP & HONORS**European Product Design Gold Award** Winner**IDEA Awards** Finalist**IDSA Virginia Tech** Former Secretary**SFUXD** Led Personal Brand & Portfolio Work Session, Aug 2026**Hackbubu** Prize winner, SetupSync, SF Tech Week, Oct 2025**Women in Design SF** Mentor, 2025