
Bio UX Designer with experience across gaming, e-commerce, and social impact projects, using research, interaction design, and iteration to turn user needs into practical, meaningful experiences.

Education

University of California, Berkeley
Master of Design (MDes)
Aug 2026 - Expected Dec 2027

School of Visual Arts, NY
Bachelor of Fine Arts in Design
Aug 2022 – May 2026 (**GPA 3.7/4.00**)

Relevant Courses: Interaction Design (IXD), Typography Design, Visual Computing, TouchDesigner, Interaction Design Theory, Data Visualization, Prototyping

Experience

Starward Game Studio | UX Design Intern
Remote | California, U.S.
Interface and experience redesign for the mobile game **Match Race: Panda Wonderland**
Jul 2025 - Sept 2025

- **Translated** player needs into intuitive interaction flows and interface solutions through product requirement discussions and competitive analysis.
- **Created** UI designs and interactive prototypes in Figma, refining interaction flows and interface details based on feedback.
- **Participated** in usability testing sessions, synthesized user feedback, and refined interaction patterns to improve the overall player experience.
- **Collaborated** with developers and visual designers to evaluate design feasibility, communicate implementation details, and ensure design consistency across the product.

DAWANG | UI UX Design Intern
New York, NY
Jul 2024 - Sept 2024

- **Optimized** Shopify website interfaces by improving navigation, page layouts, and visual consistency to enhance the online shopping experience.
- **Designed** end-to-end customer flows from online showroom booking to in-store fitting and pickup, creating a seamless online-to-offline experience.
- **Updated** the website's visual design to reflect the SS24 collection, ensuring consistency with DAWANG's brand identity and seasonal campaigns.
- **Evaluated** feature feasibility by consulting Shopify platform support, supporting the implementation of e-commerce and booking functionalities.

Project

Elder Scam Prevention App
School Hackathon | Jan 2025 | 5-person team | 5-Day Design Sprint

- **Collaborated** on research, personas, and journey mapping to identify key challenges older adults face when recognizing scams.
- **Translated** research insights into accessible navigation and feature concepts, prioritizing clarity and ease of use.
- **Prototyped** core app experiences in Figma and refined the design through usability feedback during the five-day sprint.
- **Contributed** to campaign materials that extended scam-awareness education beyond the digital product.

Skills

Design: UX Design, UI Design, Interaction Design, Wireframing, Prototyping, Design Systems, Visual Design
Research: User Research, User Interviews, Persona Development, User Journey Mapping, Usability Testing
Tools: UX Design, UI Design, Interaction Design, Wireframing, Prototyping, Design Systems, Visual Design