

_about

contact:

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education:

UC Berkeley, class of 2025
Cognitive Science B.A
Data Science B.A.

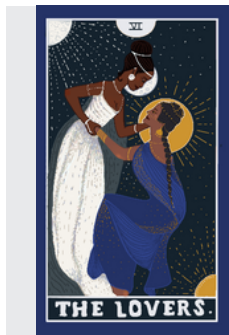


_skills

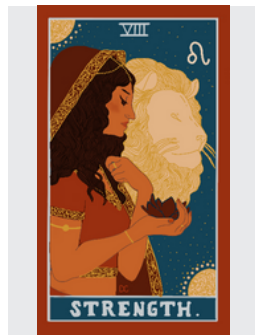
- python, R, SQL & pandas
- statistical data analysis
- adobe creative cloud and procreate
- social media promotion
- collaboration & project management
- fluency in ASL
- Figma wireframing and prototyping



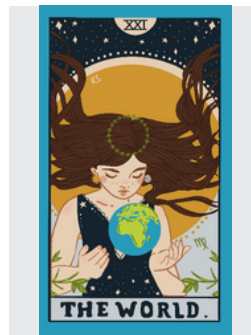
CHECK OUT MY FEATURED PROJECTS



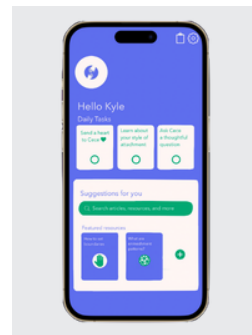
the lovers.



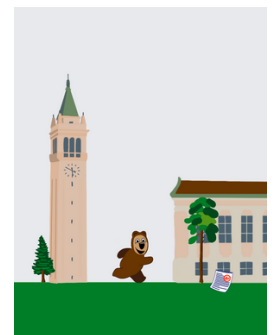
strength.



the world.



Amity



oski run



_projects & experience

Graphic Designer, Amity

June 2023 to August 2023

- Designed a digital mental health intervention promoting conflict resolution in interpersonal relationships in the form of a mobile application using Figma and Procreate.
- Surveyed literature on adolescent mental health statistics and wrote a research proposal to test proposed intervention.
- Awarded first prize by Maastricht University for the best final presentation on a mental health intervention.



Graphic Designer & Director of Social Media for Next Gen Zine

May 2022 to August 2022

- Collaborated with a team of peers to design and publish a creative zine centered around the discourse of race, sexuality, gender, and class through the lens of art past, present, and future.
- Created and posted social media content featuring original tarot card designs and photography to promote publication.

Video Game Developer & Graphic Designer for Oski Run

October 2021 to December 2021

- Illustrated graphics and developed a Berkeley-themed video game modeled after the Chrome dinosaur game using object-oriented programming in Python for a final project in an introductory computer science course.

