

EDUCATION

Carnegie Mellon University: M.S, Computational Design May 2027
A/B Experiment Design, AI/ML for Design Deployment, Service Design GPA: 4.09

Cornell University: B.S, Design & Environmental Analysis, Minor in Business Dec 2024
Human Factors Inclusive Design, Human-Centered Design Methods, Usability Testing GPA: 3.903

RELEVANT EXPERIENCE

Beaning - Product Builder Jun 2026 – Current

- Identify emotional detachment as core user problem, shaping product concept to help myself and peers reconnect with everyday surroundings amid rapid AI shifts and uncertainty
- Scope MVP with AI-assisted workflows, translate broad emotional need into 4 core features for early testing
- Code first functional prototype, translating product requirements into working screens, interactions, and early user feedback loops

Boston Consulting Group - Global Real Estate/Workplace Strategy Intern May 2024 – Aug 2024

- Built foundation for first global Workplace Experience Survey by centralizing data & reducing analysis setup time by ~30%
- Synthesized survey data to identify future needs and improvements, establishing a comparative baseline across 100+ offices
- Identified user needs for shared visual communication across Global Real Estate team and created BCG-aligned design system to improve strategic alignment, resulting in an increase in adoption by 40+ team members.

Quanterix - Exhibition Planning, Product Marketing Jul 2023 – Aug 2023

- Developed product marketing solutions for an exhibition at a major international trade fair, contributing to 140+ potential leads
- Ran competitor analysis to identify audience-facing strategies, translating product market fit insights into 3 booth concepts
- Built a branded storytelling touchpoint to connect with target users, engaging 120 visitors and supported customer activation

RESEARCH EXPERIENCE

Design Research Collective, Carnegie Mellon Graduate Research Assistant Jan 2026-Present

- Evaluated LLM collaboration in ideation across model pairings, streamlined exploratory model-selection effort by ~30%
- Automated Interaction Dynamics Notation coding for LLM exchanges, improving manual analysis time by ~75%
- Developed a 6-metric rubric for reviewers to evaluate AI-generated design ideas, enabling quantitative analysis of transcript data and reducing reviewer alignment time by ~40%

Meta Design and Technology Lab, Cornell Undergraduate Research Assistant Sep 2024-Dec 2024

- Prototyped Mindwalk, an AR mobile guided meditation app, clarifying early-stage design ambiguity by ~35%
- Synthesized data from 5 participants, prioritizing opportunities and reducing feature evaluation time by ~30%
- Reviewed 33 academic and market precedents to build a comparative framework, reducing future review time by ~45%

PROJECTS & LEADERSHIP

CMU Spud Lab - Product Researcher May 2026 – Present

- Optimized Privy from a prototype into an AI-assisted industry tool for privacy risk assessment, leveraging research and co-design insights, partnering with development team to cut privacy risks by ~25% and increase stakeholder alignment by ~30%

Course Pilot - AI Course Planning Chrome Extension - Product Manager Oct 2025 – Dec 2025

- Identified gap between academic planning and students' career goals through 15 user interviews, translating findings into features that streamlined course planning by ~50%

Cornell Cooperative Extension Tompkins County - Design Strategist Apr 2023 – May 2023

- Liaisoned between a 10-member client focus group and 15-person cross-functional studio team, synthesizing interviews and a 78%-completion questionnaire into change-management recommendations that improved seat utilization by ~10%

Medium Design Collective, Cornell University - Design Lead Aug 2023-Dec 2024

- Led a 15+ member interdisciplinary design team across 3 semesters, curating 3 exhibitions that showcased members' work, expanded outreach, and doubled team size

SKILLS

Product: Experiment design, A/B testing, Rapid prototyping, Mixed-methods research, User research, Wireframing, Storyboarding

Technical: Python, Arduino, Grasshopper, Prompt engineering, Data structuring, AR prototyping, Physical computing

Design & UX: Figma, Rhino, Adobe CS, AutoCAD, SketchUp, Blender, Revit, Design strategy, Interaction design, Service design

Analytical: Qualtrics, Tableau, MaxQDA, Data visualization, Qualitative analysis, Survey design, Usability analysis

Fabrication: [Robotic arm](#), [Smart wearable](#), [Installation](#), [3D printing](#)