

Work Experience

Harvard Graduate School of Design

Lead Exhibition Designer

May 2026-present

Curating, designing, and constructing spatial experiences for the "MDE 10th Anniversary Special Exhibition," planned for a year long installation at Harvard GSD + Harvard SEAS

Berkman Klein Center for Internet & Society

Incubator Project Designer

Feb 2026-present

Design Engineer for project on AI system design and policy, collab with Harvard Law and Business school

Harvard Art Museums

UX Prototyper / Graduate Student Teacher

Sept 2024-present

Designed museum literacy curriculum and visual assets
Developed mobile AR experiences for Calderwood Courtyard

Harvard University

Teaching Fellow: Grad Level

Jan 2025-Jan 2026

- Course EDU T567, led AI system design sessions and mentored 40 grad student projects
- Course EDU T561, led class lectures on UI/ UX design and mentored 55 grad student for EdTech prototyping

AI Tools Research Assistant, LIT Lab

Sept-Dec 2024

Built AI tools data base and learning design demos

CMU Human Computer Interaction Institute

HCI Research Assistant

Sept 2023-May 2024

Augmented Perception Lab, developed VR alignment pipelines and conducted XR Haptics UX research
Research publication, IEEE ISMAR (2024)
DOI: 10.1109/ISMAR62088.2024.00022

AI Agent Dev Research Assistant

Sept 2022-May 2024

Center for Transformational Play Lab, developed 3D test environments for multiplayer cooperative AI Agents
Conference presentations at FDG 2023 and IEEE Cog 2024

Omnicom Health

XR Content Creation Intern

Jun-Aug 2023

Designed Medical Data visualizations and developed 3D / XR simulations for client and internal projects

CMU Entertainment and Technology Center

Experience Design Intern

Sept 2021-May 2023

Client projects for Anouk Wipprecht, Viktoria Modesta, Children's museum of Pittsburgh, Mo Willems, and more

Hyosung TNS

UX Design and Motion Graphics Intern

Jun-Aug 2022

UI/UX research and design for internal projects and created assets for their NFT MetaGalaxia platform

Education

Harvard University

Present

Master in Design Engineering (MDE)

Graduate School of Design + Graduate School of Engineering and Applied Sciences

Harvard University

Master in Education (Ed.M), EdTech

Harvard Graduate School of Education
Learning Design, Innovation and Tech program

Class of 2025

Carnegie Mellon University

BFA in Art (Electronic media)

Minors: HCI, Game Design / GPA: 3.93
School of Art Graduation ceremony
student rep speaker, University Honors,
College Honors, Deans List

Class of 2024

Skills

3D/XR/App Dev and Design

C# / Python / HTML / Unity / TouchDesigner
Meta XR SDK / Zappar AR SDK / Lens Studio / Maya
Fusion / Rhino 8 CAD / Blender

Design, UI/UX, HCI Research

Figma / Premiere Pro/ After Effects / 3D Substance
Painter / Photoshop / Illustrator / InDesign

Awards

2x Winner: MIT Reality Hack (2026)

- Best Use of Spatial AI
- The Founders Lab Prize

Winner: Snap Spectacles Community Challenge (2026)

Project selections: SONA Immersive Storytelling Festival (2025)

CMWA Outstanding Senior Scholarship Award (2024)

CMU Senior Leadership Award (2024)

XRTC Creative Research Grant (2023-24)

Conferences

Publication, IEEE International Symposium on Mixed and Augmented Reality (2024)

Presentation, IEEE Conference on Games (2024)

Presentation, Foundations of Digital Games (2023)