

## EDUCATION

### Harvard University

#### Master in Design Engineering

Harvard Graduate School of Design + Harvard John A. Paulson School Of Engineering and Applied Sciences co-led program

*Present*

#### Ed.M in Learning Design, Innovation and Technology

Harvard Graduate School of Education

*Class of 2025*

### Carnegie Mellon University

#### B.F.A. in Art- Electronic Media Concentration (XR/3D)

Minors in **Human Computer Interaction, Game Design**

QPA: 3.93 - Deans List, University Honors, College Honors

CMU S.o.A Graduation Ceremony student representative speaker

*Class of 2024*

## WORK EXPERIENCES

### Harvard Berkman and Klein Center for Internet & Society

#### Student Leader in AI

*Feb 2026- present*

Part of selective 2026 cohort at the Harvard Law School representing the Harvard community to lead forums on AI development, policy, and ethics. Member of the cross-interdisciplinary team developing a collaborative project addressing various aspects of AI.

### Harvard Art Museums

*Sept 2024- present*

#### AR developer / Graduate Student Teacher

Advised by Associate Director of Academic Engagement Jennifer Thum. Created museum literacy strengthening curriculum and developed an interactive WebGL AR experience for the museum's Calderwood Courtyard.

### Harvard Graduate School of Education

#### Teaching Fellow, 2026 J Term

*Dec-Jan 2026*

Professor Ying Xu's EDU T567 "*Becoming AI Literate: Concepts, Techniques, and Applications*" for Harvard graduate students. In charge of mentoring 5 student group projects utilizing Open AI Agent Builder and Google AI Studio for prototype development.

#### Teaching Fellow, 2025 Spring

*Jan-May 2025*

Professor Bertrand Schneider's EDU T569 "*Transforming Education through Emerging Technologies*" for Harvard graduate students. Led lecture on User Experience and labs on rapid prototype iterations.

#### AI Tools Research Assistant

*Sept- Dec 2024*

LIT Lab, advised by Professor Bertrand Schneider. Helped to build AI tool database and created AI learning design demos.

## SKILLS

### XR / 3D Engines

Unity  
Meta XR SDK  
Zappar AR SDK  
Lens Studio  
Autodesk Maya  
Autodesk Fusion  
Blender  
Rhino 8 CAD

### Programming

C #  
Python

### Adobe / UX Design

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

## AWARDS

MIT Reality Hack (2026)  
*Spectacles*: Best Use of Spatial AI, Project *Noodle*

MIT Reality Hack (2026)  
Founders Track: *Noodle*

Selections: SONA Immersive Storytelling Festival (2025)

CMWA Outstanding Senior Scholarship Award (2024)

CMU Graduating Senior Leadership Award (2024)

Samuel Rosenberg Award (2024)

XRTC Creative Research Grant Award: Project "*Jelly Invasion*" (2023-24)

J.B. Ellis Award (2022)

W. Radio Award (2021)

## WORK EXPERIENCES

### Harvard Lamont Library- Media Lab

*Sept 2024- present*

#### Graduate Student Consultant

Advised by media specialist Clayton Scoble.  
1:1 help sessions for Harvard College undergrads with digital media applications like Adobe Suites, 3D programs, production tools, and more.

### CMU Human Computer Interaction Institute

#### XR Research Assistant

*Sept 2023-May 2024*

*Augmented Perception Lab*, advised by Professor David Lindlbauer.  
VR dev for physical alignment analysis / VR Audio Perception user study.  
IEEE ISMAR 2024 Research publication; DOI: 10.1109/ISMAR62088.2024.00022

#### ARL STRONG Project Research Assistant

*Sept 2022-May 2024*

*Center for Transformational Play Lab*, advised by Dr. Erik Harpstead.  
Created test environments for AI agent, assets for external outreach.  
Project presented at FDG 2023, IEEE Cog 2024- hosted as AI Hackathon at Georgia Tech, June 2024.

### Carnegie Mellon University

#### School of Art Program Ambassador

*Sept 2022-May 2024*

Advised by CFA Admissions Director Sheika Lugtu.  
Represented the CMU BFA Program for prospective students.  
Info sessions, portfolio reviews, student panels, and more.

#### Teaching Assistant

*Sept -Dec 2023*

Professor Stephen Casper's 82250 "*Digital Realities: Introducing Immersive Technologies for Arts and Culture*" for undergrad students.  
Mentored student projects and held office hours for development help.

### IPG Health (Omnicon Health)

*Summer 2023*

#### XR Content Creation Intern, Studio RX

Developed Medical XR simulations for both client and internal projects.

### CMU Entertainment and Technology Center

#### 3D / XR Design Intern

*Sept 2021~ May 2023*

Outreach team, advised by Director of Educational Engagement John Balash.  
Client projects for Arena XR, Anouk Wipprecht, Viktoria Modesta, Children's museum of Pittsburgh, Mo Willems, and more.

### Hyosung TNS

*Summer 2022*

#### Motion Graphics & UX Design Intern

PFP NFT project for Web 3.0 market, UX/UI prototyping for website rebranding.

## Conferences

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

IEE Conference on Games (2024), team presentation

Foundation of Digital Games (2023), team presentation

Association of Science and Technology Centers (2022), project exhibition

## ACTIVITIES

MIT Reality Hack participant: Developer / Designer (Jan 2026)

Harvard AR/VR Developers association member

MIT MITES graduate student volunteer, Fall 2024