

Work Experience

The Berkman Klein Center for Internet & Society

Student Leader in AI *Feb 2026-present*
Project development on AI system design and policy.

Harvard Art Museums *Sept 2024-present*

UX Prototyper / Graduate Student Teacher
Developing museum literacy curriculum and WebGL AR experiences for the Calderwood Courtyard.

Harvard University

Teaching Fellow: Grad Level *Dec 2025-Jan 2026*
Jan-May 2025

- Prof Ying Xu's grad course EDU T567
Led AI system prototype sessions and AI literacy workshops
- Prof Bertrand Schneider's grad course EDUT561
Led class lectures on UI/ UX prototyping and EdTech prototype iteration workshops

AI Tools Research Assistant *Sept-Dec 2024*
Prof Bertrand Schneider's LIT Lab, built AI tools data base and learning design prototypes

CMU Human Computer Interaction Institute

HCI Research Assistant *Sept 2023-May 2024*
Prof David Lindlbauer's Augmented Perception Lab, developed VR alignment pipeline and XR Haptics UX research.
Co-authored Research Paper published at IEEE ISMAR 2024, DOI: 10.1109/ISMAR62088.2024.00022

AI Agent Dev Research Assistant *Sept 2022-May 2024*
Dr. Erik Harpstead's Center for Transformational Play Lab, developed test environments for cooperative AI Agents.
Project presented at FDG 2023 and IEEE Cog 2024.

IPG Health (Omnicom Health)

XR Content Creation Intern *Jun-Aug 2023*
Developed Medical Data visualizations and 3D / XR simulations for client and internal projects.

CMU Entertainment and Technology Center

Experience Design Intern *Jun-Aug 2023*
Client projects for Anouk Wipprecht, Viktoria Modesta, Children's museum of Pittsburgh, Mo Willems, and more.

Hyosung TNS *Jun-Aug 2022*

UX Prototype and Motion Graphics Intern
Created UX prototypes for internal projects and worked on their NFT MetaGalaxia platform

Education

Harvard University *Present*

Master in Design Engineering (MDE)
Harvard Graduate School of Design +
School of Engineering and Applied Sciences

Master in Education (Ed.M), EdTech
Harvard Graduate School of Education
July 2024-May 2025

Carnegie Mellon University

BFA in Art (Electronic media) and Human Computer Interaction
Minors: HCI, Game Design / GPA: 3.93
School of Art Graduation Ceremony student rep speaker, University Honors, College Honors, Deans List
Sept 2020-May 2024

Awards and Conferences

Winner of Snap Spectacles Community Challenge (2026), Open Source Category

2x MIT Reality Hack Winner (2026)

- Best Use of Spatial AI, *Project Noodle*
- The Founders Track, *Project Noodle*

Project Selections: SONA Immersive Storytelling Festival (2025)

CMU Woman's Association Outstanding Senior Scholarship Award (2024)

CMU Senior Leadership Award (2024)

XRTC Creative Research Grant (2023-24)

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

Project presentation, IEEE Conference on Games (2024)

Project presentation, Foundations of Digital Games (2023)

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

Skills

3D/XR Dev and Programming

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