

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

Ed.M in Learning Design, Innovation and Technology

Harvard Graduate School of Education

Present

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 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.

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 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.

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. Readio Award (2021)



## WORK EXPERIENCES

### 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)

#### XR Content Creation Intern, Studio RX

Summer 2023

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

#### Motion Graphics & UX Design Intern

Summer 2022

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