

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 EXPERIENCE

Harvard Graduate School of Education

Teaching Fellow

Professor Bertrand Schneider’s EDU T569 “Transforming Education through Emerging Technologies” for Harvard graduate students.

Led lecture on “User Experience” and lab session for rapid prototype iterations with AI tools before development pipeline process.

Jan-May 2025

AI Tools Research Assistant

LIT Lab, advised by Professor Bertrand Schneider.

Helped to build AI tool database and created AI learning design demos.

Harvard Art Museums

Graduate Student Teacher / AR developer

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.

Present

CMU Human Computer Interaction Institute

XR Research Assistant

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

Sept 2023-May 2024

ARL STRONG Project Research Assistant

Center for Transformational Play Lab, advised by Dr. Erik Harpstead.

Created test environments for AI agent, assets for external outreach.

Project accepted for FDG 2023, IEEE Cog 2024- hosted as AI Hackathon at Georgia Tech, June 2024.

Sept 2022-May 2024

IPG Health

XR Content Creation Intern, Studio RX

Developed Medical XR simulations for both client and internal projects.

Summer 2023

CMU Entertainment and Technology Center

3D / XR Design Intern

Outreach team, advised by Director of Educational Engagement John Balash.

Collaborative client projects for Arena XR, Anouk Wipprecht, Viktoria Modesta, Children’s museum of Pittsburgh, Mo Willems, and more.

2021~ 2023

Hyosung TNS- MetaGalaxia

Motion Graphics & UX Design Intern

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

Summer 2022

SKILLS

XR / 3D Engines

Unity

Meta XR SDK

Zappar AR SDK

Niantic Lightship

Autodesk Maya

Autodesk Fusion

Blender

Rhino 8 CAD

Programming

C #

Python

Adobe / UX Design

Figma

Premiere Pro

After Effects

3D Substance Painter

Aero

Photoshop

InDesign

Illustrator

AWARDS

CMWA Outstanding Senior Scholarship Award (2024)

CMU Graduating Senior Leadership Award (2024)

CMU Samuel Rosenberg Award (2024)

XRTC Creative Research Grant Winner for XR project “Jelly Invasion” (2023)

CMU J.B. Ellis Award (2022)

CMU W. Readio Award (2021)

ACTIVITIES

Harvard AR/VR Developers association member

Sona Immersive Storytelling Festival Judging Committee

MIT MITES graduate student volunteer, Fall 2024

CMU Teaching Assistant for course #82250 “Intro to Immersive Technologies”

CMU Art Ambassador, advised by director Sheika Lugtu