

Work Experience

Berkman Klein Center for Internet & Society

Student Leader in AI *Feb 2026-present*
Design Engineer for project on AI system design and policy, collab with Harvard Law and Business school

Harvard Art Museums *Sept 2024-present*

UX Prototyper / Graduate Student Teacher
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 *Jun-Aug 2022*

UX Design and Motion Graphics Intern
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

Master in Education (Ed.M), EdTech
Harvard Graduate School of Education
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)