

## Education

Expected Graduation May 2026  
**Pratt Institute** • Brooklyn, NY  
Bachelor of Industrial Design, Minor in UX/UI

GPA: 3.93 • President's List (All Semesters)  
Rowena Reed Kostellow Award Nominee (2x)

## Skills

### Industrial Design

Concept Development • Interaction Design  
• Sketching • User Research • Usability  
Testing • Design for Assembly • Enclosure  
Design

### Prototyping & Fabrication

Rapid Prototyping • 3D Printing • Laser  
Cutting • Electronics Prototyping • Microcon-  
troller Programming • Hardware–Software  
Integration

### CAD & Visualization

SolidWorks • Maya • KeyShot • Arnold  
Renderer • Photorealistic Rendering • 3D  
Animation

### UX/UI

Figma • Wireframing • User Flows • Journey  
Mapping • Persona Development • Compet-  
itive Analysis

### Visual Communication

Adobe Photoshop • Illustrator • InDesign •  
Procreate • Graphic Design • Photo Editing •  
Layout Design

### Media & Interactive

After Effects • Premiere Pro • Unreal Engine  
• Video Production

## Experience

**Office Assistant**  
Pratt ID Department  
May-August 2025

Provided administrative support for faculty and students,  
managing communications, organizing resources, and  
maintaining departmental operations.

**Food Service**  
Greenberg Bagels  
May - Aug 2024

Took customer orders, handled cash transactions,  
packaged orders, prepared drinks, and managed delivery  
orders.

**Food Preparer**  
Queen of Cups  
May 2023 - Jan 2024

Prepared food and beverages, worked with a team, han-  
dled cash transactions, managed inventory, and complied  
with food safety standards.

**Dishwasher**  
Trio Narragansett-  
May-June 2023

Washed and sanitized dishes and kitchen equipment,  
maintained cleanliness, and supported kitchen opera-  
tions.

**Retail Associate**  
Marshall's  
May - Aug 2023

Assisted customers with product selection, purchases,  
and returns while maintaining organized merchandise  
displays.

**Volleyball Coach**  
Husky Volleyball Club  
Feb - May 2022

Led volleyball activities, ensured safety, managed large  
groups, and coordinated equipment and facilities with  
coaching staff.

## Design Projects

**Reem**  
Handheld PC Remote  
Fall 2025

Designed a handheld remote for controlling a PC  
from a distance, featuring joystick mouse and  
integrated keyboard for full computer control while  
streaming • Developed functional Micro:bit prototype  
with custom programming and 3D-printed housing

**BASS Submarine**  
Physical Control Interface  
Fall 2025

Designed physical control interface for submarine  
navigation with steering wheel, gear shifts, and pro-  
grammed dashboard displaying real-time telemetry •  
Conducted usability testing with 3 participants using  
working Micro:bit prototype connected to submarine  
simulation

**Diski**  
CD Listening Ecosystem  
Fall 2024

Designed three-piece product ecosystem for CD  
collectors: disc changer with playlist functionality,  
dedicated player, and storage solution • Created  
physical prototype with functional tactile controls and  
cohesive design language across all products

**Personal IO**  
Custom PC Case  
Fall 2024

Designed custom PC with external I/O panel posi-  
tioned below monitor for improved accessibility to  
ports and controls • Built fully functional prototype  
integrating salvaged components into 3D-printed  
housing; documented process through video

**My Digital Home**  
Gamified Mobile Device  
Spring 2025

Conceptualized an integrated mobile device com-  
bining phone functionality with a gamified UI where  
apps exist as customizable spaces in a unified digital  
home • Developed 3D-printed prototype, photore-  
alistic renderings, and interactive Unity prototype  
based on user research