

I. EXPERIENCE

2023 – Now

Designer

Contrary · Full-time

Building internal products at Contrary, an early-stage venture firm. Developing and executing Contrary's brand across all channels, including websites, presentations, publications, social media, and events. Launched a redesigned Contrary Research with an improved user experience and visual expression that puts the brand at the forefront of private market research.

2022

Product Designer

Daybreak Studio · Contract

Designed in-product and web experiences for technology startups across consumer social, education, and social impact industries.

2021 – 2022

Teaching Assistant

Simon Fraser University · Part-time

Provided design critique and organized software tutorials for students in IAT 102: Graphic Design and IAT 235: Information Design.

2020 – 2021

Product Designer

Curiko · Contract

Led mobile design for a new platform integrating Curiko (formerly Kudoz) with two non-profit partners in the social sector. Built prototypes and conducted user research and co-design sessions to create an accessible and delightful experience for a neurodiverse audience.

2019

Design Fellow

Kudoz · Internship

Conducted interviews, usability testing, and ethnographic research to identify opportunities to improve the user experience of Kudoz, a platform helping people with developmental disabilities explore new experiences and build social connections.

II. EDUCATION

2025 – Now

TypeWest '25

Certificate in Type Design

2017 – 2023

Simon Fraser University

B.Sc. Interactive Arts and Technology

2022

italiaDesign Field School

Eight-month-long study of Italian design, history, and culture.