

EXPERIENCE

UX/UI DESIGN CO-OP

Chubb | Philadelphia, PA | April 2024 – September 2024

- Streamlined claims design process by 50% for UX designers worldwide through creating 100+ responsive claims flow template screens
- Led design system claims pattern initiative through gathering requirements and collaborating with stakeholders and designers from Australia, Singapore, and the United States
- Conducted a heuristic analysis and created a content tree for the Chubb Careers website and presented my findings to business stakeholders
- Designed and updated component pages with guidelines for the design system, helping to enforce UX design best practices

UX/UI DESIGN INTERN

AIX | Philadelphia, PA | April 2023 – September 2023

- Mocked up high fidelity screens for the full end-to-end explore funds feature flow, streamlining the browsing and purchasing process for advisors and improving portfolio diversification
- Collected stakeholder requirements and developed user stories based on usability testing, ensuring that both business and user needs are met
- Created a clickable prototype in Figma to guide investors through the onboarding process, reducing investor support calls by 30%

PRODUCT DESIGN INTERN

Ascensus | Dresher, PA | April 2022 – September 2022

- Created a UI kit with 28 reusable components, text, and color styles in Figma and Sketch
- Conducted market research on best practices and gathered requirements to create a Design System for the UX team
- Actively participated in Agile ceremonies through leading retros, presenting designs to stakeholders, and attending daily standups

EDUCATION

BS IN USER EXPERIENCE AND INTERACTION DESIGN, MINOR IN TECHNOLOGY INNOVATION MANAGEMENT

Drexel University | September 2020 - June 2025

- GPA: 3.9
- Drexel University Dean's List, 2020 - present
- Minor Westphal Portfolio Scholarship, 2020 - present
- Drexel Club Tennis Vice President, 2022 - 2024

COURSEWORK

UX/UI Design, Product design, Web development, Validating Product Ideas, Technology Innovation Management

SKILLS

UX/UI/IA design, design systems, low- and high-fidelity prototypes, agile, stakeholder presentations, user personas, user interviews, requirements gathering, usability testing, card sorting, user flows, task flows, style guides, component libraries, product ideation

TOOLS

Figma, Sketch, HTML, CSS, JavaScript, GitHub, Jira, Microsoft Suite, Adobe Suite, WordPress, Squarespace, Canva, Miro
