

EXPERIENCE

Apple

Jul '22 - Present

UX Design Prototyper

Designed 200+ concept screens across 40+ real-world use cases, establishing patterns now core to the platform's text and brightness standards.

Replaced a 20+ step manual asset process with a reusable adaptive-content architecture, cutting weeks of production work to hours.

Resolved a hardware-design stalemate on gaze-tracking accuracy by designing the demo that set the tolerance, now the product-wide plan of record.

Niantic, Inc

June '20 - June '22

User Experience Designer

Translated Pokémon Go's mobile interface into an outdoor AR headset with a pinch-based selection system, demoed at Microsoft Ignite 2021.

Redesigned the full item inventory system, shipped to 500M+ players and still live in the game two years later.

Magic Leap

Jan '19 - June '20

UI/UX Visual Designer

Designed Pancake Pals' host-client architecture, linking Magic Leap One and iOS into one multiplayer session, a Top Finalist at the 2020 Auggie Awards.

Redesigned Undersea's onboarding flows from a UX audit of Undersea and Create, streamlining first-run interactions across both applications.

Across Realities

June '18 - Jan '19

Lead Designer, Cofounder

Cofounded a spatial computing startup and led all design for Spatiate, a multi-user drawing app shipped across iOS, Android, and Magic Leap One.

CONTRIBUTIONS

Publication

Games Usability

The Design of Virtual and Augmented Realities

Chapter 17

Patents

Over 10+

Selected Works

Receiving and Presenting Notifications Based on Environmental Context (2026)
Mounting and Dismounting Routines (2026)
Conditional Status Indicator (2026)

SKILLS

Sketch, Figma, Adobe Creative Suite,
Claude Code, After Effects, Blender

Systems Design, Visual Design, Spatial Design, Information Architecture, Product Definition,
Accessibility, Storyboards, Competitive Analysis, CAD Modeling, Generative AI Tools