

EXPERIENCE

Apple

Jul '22 - Present

UX Design Prototyper

Designer on the Future Platforms team within the Vision Products Group, defining new product and experience paradigms for emerging technologies.

Determined hardware, legibility, and brightness modeling standards through creating novel interaction and system models across 40 real-world use cases.

Set product-wide tolerances and helped resolve negotiations between hardware and design teams by building multiple comparative demos.

Niantic, Inc

June '20 - June '22

User Experience Designer

Adapted Pokémon Go's mobile interface into a headset experience with a novel selection system and pinch-throw mechanic. Shown at Microsoft Ignite 2021.

Completed several mobile quality-of-life updates, including a full redesign of the item inventory system still used in the live game.

Magic Leap

Jan '19 - June '20

UI/UX Visual Designer

Led design on Pancake Pals, an application linking Magic Leap headsets and iOS device into one multiuser session. Top Finalist at 2020 Auggie Awards.

Performed UX audits of applications Undersea and Create, and redesigned all onboarding and user flows to expedite interactions.

Across Realities

June '18 - Jan '19

Lead Designer, Cofounder

Led all design for our multi-user cross-platform applications with compatibility on iOS and Android. which debuted as a premiere third-party app on the Magic Leap platform.

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