

EXPERIENCE

Apple

Jul '22 - Present

UX Design Prototyper

Designer on the Future Platforms team, an emerging innovations lab within the Vision Products Group. My work centers on defining new paradigms for product and experience design through AI workflows and other cutting-edge technologies.

Since joining, I've designed novel interaction models across 40 real-world use cases, establishing patterns that now shape hardware decisions, text standards, and brightness modeling. I've built comparative demos that set product-wide tolerances and helped resolve a long-standing gaze-tracking stalemate between the hardware and design teams. I also replaced a manual asset process in a vision-science prototype with a reusable, adaptive-content architecture, turning weeks of production work into hours.

Niantic, Inc

June '20 - June '22

User Experience Designer

I adapted Pokémon Go's mobile interface into a fully-outdoor headset experience. I compressed five mobile inventory categories into a pinch-based selection system demoed at Microsoft Ignite 2021. Over two years I designed several 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

I designed Pancake Pals' host-client architecture linking Magic Leap One and iOS into one multiplayer session that kept both players aware during failures. It became a Top Finalist at the 2020 Auggie Awards. I also redesigned and tested Undersea and Create 1.3 and delivered Undersea's onboarding flows on time.

Across Realities

June '18 - Jan '19

Lead Designer, Cofounder

I cofounded a spatial computing startup and led all design for our multi-user cross-platform system. This debuted as a drawing app on iOS, Android, and Magic Leap One. I built its drawing tools as one consistent feature set across every platform. It shipped as a premiere third-party app on 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)
Receiving Notifications While Operating in Different Modes (2026)
Mounting and Dismounting Routines (2026)
Conditional Status Indicator (2026)

SKILLS

Sketch, Figma, Adobe Creative Suite, After Effects, Blender, Cinema 4D

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