

EXPERIENCE

Apple

Jul '22 - Present

Designer, Future Platforms

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