

**Experience**

**Microsoft Devices Group – Collaborative Design Studio**

Collaborating with Microsoft Devices Group (Surface, Xbox, HoloLens), I designed AI-powered devices to mentally stimulate dogs while owners are not home.

**TEAGUE – Collaborative Design Studio**

Collaborating with TEAGUE, I designed a space tourism experience to reduce conflicts among tourists as they live together in a small confined area for a week.

**Designer + Floor Manager  
Student Technology Loan Program**

Designed a new identity and website for STLP to make it easier for students to register, find information and reserve equipment.

**Designer (Contract)  
Tourism Authority of Thailand**

Designed a mobile app. In the process, I worked with corporate and governmental stakeholders to address their needs while also advocating for the usability and sensibility of the app.

**Design Intern  
Trio Advertising and Media**

Worked on client projects with the Trio team. Primarily focused on creating graphical assets for a client's print book project.

**Education**

**University of Washington**  
Bachelor of Design, Industrial Design  
September 2014 – June 2018

**Courses**

**Interaction Design**

Designing for Virtual and Mixed Reality  
Designing for Artificial Intelligence  
Mobile Application Design  
Design Innovation and Society  
Rapid Prototyping  
Visual Storytelling

**Industrial Design**

Pet Products and AI (with Microsoft)  
Mission to the Moon (with TEAGUE)  
Wearables and Collaboration  
Materials & Manufacturing  
Softgoods and Hardgoods  
Form Studies  
3D Foundations

**References**

**Axel Roesler**  
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University of Washington  
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**Michael Kritzer**  
Founder & Principal,  
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