

Experience

**Uplimit · Senior Product Designer**

Jul 2024 - Present

Led end-to-end design for Uplimit's AI product suite — AI Reporting, AI Authoring, and AI Roleplays — used across 10K+ learner sessions/month by enterprise customers including McKinsey, Gusto, and SNHU

Designed Ace, the assistant layer the suite is built on, establishing the interaction patterns for generation, feedback and trust behind 70K monthly AI interactions

Established AI-native design-to-code practices for the team, authoring design rules for coding agents and shipped 50+ production PRs via Claude Code to improve usability, visual polish, and interaction quality

**Savia Health · Senior Product Designer**

Jul 2023 - Apr 2024

Owned end-to-end design for the Incidental Liver Lesions application, turning an evidence-based clinical engine into an interface that surfaces high-risk patients to care teams — driving \$3M in annual ROI and improving patient outcomes

Established the company's first design system, built around clinicians' need to act fast in high-stakes hospital settings; cut design inconsistencies 50% and raised development efficiency 30%

**Inspirata · Senior Product Designer (Design Lead)**

Feb 2022 - Jul 2023

Led the design team building AI/NLP-powered clinical-trial matching and cancer-registry tools, opening new options for cancer patients and caregivers and accelerating the registry process by 20%

**Twigfarm · Founding UX Designer / Data Analyst**

Jul 2020 - Feb 2022

Designed and launched a 0-1, AI-powered newsletter app that matches readers to newsletters by interest and removes language barriers through translation; grew to 20K+ users and 100K+ newsletters read in 20 months, beating the year-end goal by 20%

**Google · UX Design Intern**

May 2019 - Aug 2019

Designed a Google Lens Transit experience for 40M+ tourists, pairing AR with machine-perception AI to translate signage and provide first-person navigation that eases transit anxiety in unfamiliar cities

**TmaxSoft Inc. · UX Designer**

Jun 2017 - Jun 2018

Reworked 36 UI components in a developer IDE to simplify two-way data binding and event handling — cutting clicks to complete core tasks by 40%

Education

**University of Michigan, School of Information**

Master of Science in Information, HCI & Data Science · May 2020

**University of Michigan, Stamps School of Art & Design**

Bachelor of Fine Arts, Industrial Design · Apr 2016