

Summary

Senior product designer with 7 years experience across consumer and enterprise software. Has shipped everywhere from a startup of three to a company of 80,000.

Skills

Product Design, UX & UI Design, Interaction Design, Design Systems, Prototyping, Visual Identity & Branding, Information Architecture, Research Synthesis, Front-end Implementation, Agentic Development, Illustration

Tools

Design

Figma, Framer, Origami Studio, Illustrator, Photoshop, After Effects

Build

React, Next.js, TypeScript, Swift, Python, Postgres, Vercel

AI

Claude Code, Cursor, Paper, Flora, Midjourney

Education

University of Washington, 2019

BDes, Visual

Communication Design

BS, Informatics (Human-Computer Interaction)

Creative Director, DubHacks ·

Adobe Design Achievement

Awards semifinalist · Dean's List

Experience

Counterpoint · Jun 2026 – Present

Founder

- Designed and built a consumer travel platform solo at the pace of a multi-engineer team, directing coding agents while owning every product and architecture decision: Next.js/React app, Postgres data platform with automated freshness and accuracy checks, Python ingestion services, and real-time alerting.
- Ran an agent-based design process end to end: grounded decisions in research, round-tripped concepts between Paper and production code via MCP, encoded craft standards as agent skills, and built in-app design labs with a component bench, WebGL+GSAP motion prototypes, and generative-imagery explorers.

Meta · Mar 2025 – May 2026

Product Designer, Facebook Groups

- Designed and scaled Nicknames from initial MVP to product-market fit and global rollout, with young adult participation 55% higher than on their main profiles.
- Drove integrity work on harassment controls, blocking, and reporting, unblocking team initiatives that lifted nickname content views per day by 127%.
- Contributed to Groups' long-term identity strategy defining anonymous and pseudonymous participation.
- Co-built and distributed a Swift-based Facebook prototyping template for faster code-based design. Ran team sessions and office hours on AI workflows including loop-based exploration automation using Claude Code.

Able (acquired by Moody's) · Jun 2021 – Aug 2024

Founding Designer

- First full-time employee; led design from seed-round MVP through Series A to nationwide institutional adoption and the acquisition by Moody's.
- Designed the end-to-end lender and borrower experience: collaborative document workspace, adaptive deal structures, requirement packages, automated messaging, task queues, and a white-labeled borrower portal.
- Built and maintained the design system across product UI, brand, and marketing, including a production design-handoff system in Framer.
- Turned research and qualitative user problems into directional solutions, refined through hundreds of high-fidelity prototypes to align stakeholders.
- Led contractors and vendors to scale design across product, sales, and brand.

Meta · Aug 2019 – Jun 2021

Product Designer, Business Accounts & Identities

- Shipped mobile and desktop flows for managing business identities across the Facebook family of apps, from Page editing to Accounts Center profiles.
- Drove alignment across several product teams to unblock adoption of Facebook Shopping, Accounts Center, multi-user permissions, and Business Suite.
- Designed presence linking and asset management flows that gave businesses transparency and control over profile access.

Earlier Product Design Intern, Facebook (2018) · Visual Design Intern, Bloomberg (2017) · UI/UX Design Intern, Priceline (2016)