

EDUCATION	University of Washington Masters in Human-Computer Interaction + Design (HCI+D) 2025 AIGA Worldstudio Design Scholarship Recipient	Seattle, WA 2025 - 2026
	Carnegie Mellon University Bachelor of Humanities & Art in Information Systems & Art GPA: 3.9/4.0; Dean's List with Honors, Senior Leadership Award	Pittsburgh, PA 2020 - 2024

EXPERIENCE	Product Designer — Optimizely Seattle, WA JAN 2026 - CURRENT Corporate sponsorship designing interactions for Opal AI agentic systems, focusing on personalization.	
	UX Research Assistant — UW Human-Centered Design & Engineering Seattle, WA SEP 2025 - DEC 2026 Transforming large-scale survey dataset of 2.8k responses into data visualization insights to inform the design of CRMSON, a trust-centered aviation support system for pilot mental health.	
	Multimedia Design Intern — General Atomics Poway, CA JUN 2025 - AUG 2025 Designed an end-to-end trade show booth experience for the 2025 Seoul ADEX exhibition, spanning motion graphics, print ads, large-scale banners, and digital touchpoints for international industry audiences.	
	UX Research Assistant — CMU Human-Computer Interaction Institute Pittsburgh, PA JUN 2024 - SEP 2024 Engineered a Python-based data processing pipeline to transform classroom movement datasets into actionable insights for K-12 teachers, for the design of an NSF-funded educational reflection platform.	
	Product Design Intern — Telesair Irvine, CA APR 2023 - JUN 2023 - Prototyped a GUI (graphical user interface) and concept art for their next-gen respiratory device. - Storyboarded 2D animations for a 4-min product video introducing high-flow oxygen therapy to investors.	
	Product Marketing Intern — XiFin San Diego, CA JUN 2023 – AUG 2023; JUN 2022 – AUG 2022 - Integrated a new digital asset management system across 3 internal teams to improve asset discoverability. - Designed a reusable presentation template system; updated 400+ slides in sales decks to match rebrand.	

PROJECTS	FontFinder: Typeface Discovery FALL 2025 https://stable-header-97857965.figma.site Vibecoded a mobile framework in Figma Make, enabling creatives to identify and organize typefaces from real-world contexts and design work. Integrated real-world image capture and semi-infinite canvas.	
	Errandly: iOS Task-Sharing App FALL 2023 https://github.com/shenpeg/Errandly Developed a Swift mobile app to help students post and fulfill daily errands with their peers. Designed the app's visual system, wireframes, prototypes, marketing animations, and front-end code for 3 core pages.	
	STREET TYPER: Multiplayer Typing Game SPRING 2023 https://vey.itch.io/street-typer Led production and creative direction of a multiplayer video game inspired by arcade and ASCII. Featured on read.cv's front page, which showcases the most engaging, progressive, and positive work on the platform.	

SKILLS	Tools + Tech Figma, Adobe Creative Cloud (Photoshop, Illustrator, Premiere Pro, After Effects, InDesign), Cursor (AI-IDE), Claude Code, Webflow, Framer, Lottie, Miro, Blender, Unity, Python, C, SwiftUI, HTML/CSS, JavaScript, MongoDB, SQL (PostgreSQL), Ruby on Rails, Processing, p5.js, Jira, Slack	Methods + Focus UX, Prototyping, User Research, Design Systems, Visual Design, Mockups, Motion Design, Branding, Video Editing, Front-End Development, Agile Systems, End-to-end, Affinity Diagramming, Product Management, Information Architecture (IA), A/B Testing, Design Thinking, Data Visualization	Domains + Interests English, Chinese, Creative Coding, Design Tooling, Animation, Storytelling, AI Ethics, Illustration, Art Direction, Curation Systems, e-Commerce, Editorial Design, Digital Publishing, Mobile Games, Gaming, Mural Art, Typography, Fashion & Retail, Spatial Wayfinding, Dlgital Ecosystems