

Experience

NASA → Incoming L'SPACE Design Engineer May 2024 - Present

Accepted into Accelerator Program under the **top 2%** for NASA-funded research ahead of MIT and Berkeley. Working directly with NASA engineers to design strategy for a mission concept proposal.

Commit the Change → Product Designer Nov 2023 - Present

Collaborating with a cross-functional team of **24** developers and designers. Led design of a nonprofit web application shipped to **4,000** yearly volunteers. Created a **40+** component design system from scratch in **1 week**. Conducted usability tests and user interviews with non-technical clients and stakeholders.

Design at UCI → Design Workshop Coordinator Jun 2023 - Present

Hosted **20 workshops** and partnered with **7 organizations** reaching a total of **500 people**. Curated curriculum material on product design, front-end development, and Figma for beginner designers.

Develop for Good → Product Designer Sep 2022 - Jun 2023

Selected from over **1,500 applicants** as 1 of 200 participants (**13% acceptance rate**). Conducted a tech stack audit of **12** platforms and led UX research protocol in collaboration with **10** designers

Leadership

UCI Design-a-thon → Director Nov 2023 - Present

Leading the first **30 member** organizing committee to host SoCal's **largest** design competition, securing over **\$5,800** in funding. Oversaw strategic organization of event schedule across **8** workshops and socials with **260 attendees** in collaboration with industry design professionals from Google, Meta, and Uber.

Product Fellowship → 1st Place Product Manager Dec 2023 - Mar 2024

10-week Product Design Incubator with a **16% acceptance rate**. Awarded **1st Place** in Demo Day Pitch by judges and mentors from Microsoft, Duolingo, and ServiceNow.

Awards

Google Company Challenge → 1st Place Best Overall 2024

Won **\$3,000** out of **1,000+ participants** and **142 teams** at LAHacks. Designed **0→1 SaaS** platform with a conversational AI agent in under 36 hours, pitched directly to Google engineers and designers.

Figma Design Challenge → 1st Place Most Inclusive Design 2024

Awarded by Figma for the most accessible and user-driven design solution to democratizing political literacy

Virtual Enterprise Incubator → 1st Place E-commerce Design 2022

International startup incubator, won 1st place product design out of **1,000 participants**

Education

University of California, Irvine → B.S. Cognitive and Computer Science

Expected June 2026. Relevant Coursework: Neuroscience of Memory, Statistical Modeling, Data Analysis, Human-Computer Interaction (HCI), Psychology of Learning

Skills

Interaction Design, Visual Design, User Research, Product Strategy, User Interviews, Prototyping, 3D Design, CAD, Web Development, Storytelling

Software

Figma, HTML/CSS, Git, Javascript, React, Typescript, Blender, Unity3D, R Studio, Three.js, PWA

Etc.

14x Hackathon Winner → out of 17
Yale Hacks → 1st Place Best Overall Project
Meta VR Hackathon → Top 10 Finalist
Streetwear Business → 100k+ reach

EXPERIENCE

Sep 2022 - June 2023

Director of I.T., Virtual Enterprise Incubator

Designed and developed E-commerce platform for a High School Startup Incubator, working with 6 XFN teams. Managed roadmap and wrote UI/UX documentation pitched to judges, winning **1st place** out of **1000 national participants**

Nov 2023 - Present

UI/UX Designer, Commit the Change

Working with a XFN team of **24 developers and designers** in an Agile framework. Built an end-to-end CRM for **4,000** yearly volunteers @ beach cleanup NPO. Created design system from scratch. Conducted usability tests and user interviews with clients.

January 2024 - Present

Product Manager, Product Association Fellowship

Managing a team of 5 to build a 0→1 product in Collegiate Product incubator (**16% acceptance rate**). Analyzed market trends, curated product strategy and roadmap on JIRA

UX Designer, Develop for Good

Accepted out of **1,500 applications** (13% acceptance rate) to work with **10** designers. Conducted tech stack audit with **10+ software integrations**. Curated User Research Protocol and analyzed business objectives to align user and NPO's needs.

Creative Design Intern, Olivo Amigo

June 2022 - March 2023

Spearheaded **branding** and website for a B2C Startup scaling to B2B. Filmed 20+ videos and designed 50+ assets increasing reach by **160%** (80k+ in 3 months)

ACTIVITIES

02.2024 - Present

UCI Design-a-thon Co-Director and Logistics Lead

Directing the first **30 member design-a-thon committee** with 3 XFN departments to host UCI's nation-wide design competition with **300 participants**

07.2023 - Present

Workshop Coordinator, Design at UCI

Taught **300** students in **12** design workshops on industry-standard product thinking, visual design, and front-end development in collaboration with **6 organizations** and **3 hackathons**. Developed end-to-end Figma Tutorial presented 4 times

01.2022 - 09.2023

Founder and CEO, Solidarity Apparels (Clothing Business)

handmade and hand-drew streetwear apparel sold to **40+** states and **10+** countries. Accumulated **100k+ reach** through 50+ self-filmed video clips

PROJECTS

Game Designer and Developer, Sweet Stack

Co-Op Mobile game with **14,000 players**, **600+ hours** played, and a consistent **over 2,000 players/week**.

Founding Product Designer, Questify

only designer with **6 engineers** to build web and mobile platforms to help **30+ UCI clubs** track metrics. Built design system and fully responsive website (HTML/CSS)

JASMINE WU

Product Designer and Front-end Engineer

jaslavie.com

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devpost.com/jaslavie

jasminqw@uci.edu

EDUCATION

Expected: June 2026

University of California, Irvine

3.94 GPA

Bachelor's of Science, Computer Science and Cognitive Science Double Major

2019 - 2023

Fountain Valley High School

4.71 W GPA (top 3% of class)

Classes: 20 AP/Honors/College

Graduated Summa Cum Laude

SKILLS

Design

Figma / Visual Design / Design Systems / Branding / User Flows / Information Architecture / Research Protocol / End-to-End / Data Visualization / VR / AR

Engineering

Git / HTML / CSS / React.js / R Studio / Javascript / Blender / Three.js / Unity3D

Product

Rapid Prototyping / JIRA / Agile/Scrum

HONORS & AWARDS

1st Place E-Commerce Design Virtual Enterprise, 2022

1000+ participants, 30+ national schools

Finalist, DreamXR (sponsored by Meta)

2nd Place overall in Games Track

Most Inclusive Design sponsored by Figma, 2024

UCLA Hackathon, awarded for accessibility

1st Place UI/UX Design, 2024

RoseHacks, 100+ participants

1st Place Yale Hackathon, 2024

Won best Overall at Yale University

1st Place Design (x2), Robotics 2021/2022

Regional Winner out of 40+ teams

EXPERIENCE

09.2022 - 06.2023

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11.2023 - Present

UI/UX Designer, Commit the Change

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01.2024 - Present

Product Manager, Product Association Fellowship

Collegiate Product incubator (**16%** acceptance rate). Analyzed market trends, curated **product strategy** and **product roadmap** on JIRA for a to-do-list aggregation tool.

UX Designer, Develop for Good

Accepted out of **1.5k apps** (13% acceptance rate) to work with **10** designers. Conducted tech stack audit with **10+ software integrations**. Curated User Research Protocol and analyzed business objectives to align user and NPO's needs.

06.2022 - 03.2023

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Co-Op Mobile game with **13k+ players**, 570+ hours played, and a consistent 2k+ players/week. **Honorable Mention** at React Game Jam with **30+** submissions

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HONORS & AWARDS

8 time Hackathon Winner, 2024

won 8/9 collegiate hackathons attended

1st Place E-Commerce Design Virtual Enterprise, 2022

1000+ participants, 30+ national schools

Finalist, DreamXR (sponsored by Meta)

2nd Place overall in Games Track

Most Inclusive Design sponsored by Figma, 2024

UCLA Hackathon, awarded for accessibility

1st Place UI/UX Design, 2024

RoseHacks, 100+ participants

1st Place Best Overall Hack, 2024

AthenaHacks, 30+ submissions

Best Runnerup Hack Zothacks, 2024

400+ applicants, 84 participants.

1st Place Design (x2), Robotics 2021/2022

Regional Winner out of 40+ teams

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08.2022 - Present

Head of Product, Cronicle

overhauled and **re-designed** company branding and spearheaded the end-to-end design of a productivity-based mobile app

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Developed a curated opportunity database on **Webflow** with **5** unique courses. Built a design system and strategic outreach/marketing guides for 12 team members. Partnered with **10+** student-led organizations to host events.

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Product Manager Fellowship, Product Association

Collegiate Product incubator (**16%** acceptance rate). Building an AI productivity co-pilot

UI/UX Designer, Commit the Change

Building a CMS for **4k+** yearly volunteers @ an NPO

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RECOGNITION

December 2022

1st Place E-Commerce Design

1000+ participants, 30+ national schools

January 2024

1st Place UI/UX Design

RoseHacks, 100+ participants

January 2024

Honorable Mention React Game Jam

2k+ plays, 30+ submissions

October 2023

2nd Place WebJam

148 participants, 20+ teams

November 2023

2nd Place Zothacks

400+ applicants, 84 participants.

October 2021 / October 2022

1st Place Design (x2), FTC Robotics

Regional Winner out of 40+ teams



EXPERIENCE

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Founding Product Designer, Questify

only designer working with 6 engineers to design a mobile and web app from **0→1** to help **30+ clubs** at UCI to track data and gamify event discovery. Built a design system and fully-responsive website with HTML/CSS/JS

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2D Product Designer, Roblox (Independent)

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RECOGNITION

December 2022

1st Place Virtual Enterprise Website

148 submissions, 1000+ participants representing 30+ national schools

January 2024

1st Place UI/UX Design

out of 100+ participants at Rosehacks

November 2023

2nd Place Zothacks

400+ applicants, 84 participants. Designed a generative AI web app

October 2021 / October 2022

1st Place Design (x2), FTC Robotics

Regional Winner out of 40+ teams for Robot Industrial Design



JASMINE WU

PRODUCT DESIGNER

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jasmineqw45@gmail.com
linkedin.com/in/jaslavie/

EXPERIENCE

07.2023 - Present

Founding Product Designer, Questify

only designer working with 6 engineers to design a mobile and web app from **0→1** to help **30+ clubs** at UCI to track data and gamify event discovery. Built a design system and fully-responsive website with HTML/CSS/JS

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Director of I.T. and Web Development, Virtual Enterprise

Self-taught design & development for E-commerce website for a High School Startup Incubator, working with 6 **XFN** teams. Managed product roadmap and wrote UI/UX documentation pitched to judges, winning **1st place** out of **1000+ national participants**

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Workshop Coordinator, Design at UCI

- Taught over 300 students 10+ design workshops on industry standard product thinking, visual design, and front-end development
- Collaborated with 5 organizations to present at Hackathon events
- Developed an end-to-end Figma tutorial including prototyping and design tools, presented at 5 events (200+ reach)

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2019 - 2023

Fountain Valley High School

4.68 W GPA, top 3% of class

Classes: 20 AP/Honors/College-Level

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Social Science Coronet (Highest Honor)

SKILLS

Software

Figma / Canva / Miro / Git / HTML / CSS / Basic JS / R Studio / React / Webflow

Design

Rapid Prototyping / Wireframing / Design Systems / Branding / User Flows / Journey Mapping / Competitive Analysis / User Research / End-to-End / Data Visualization / Web Development / Interaction Design

RECOGNITION

December 2022

1st Place Virtual Enterprise Website

Judged out of 148 submissions & 1000+ participants representing 30+ national schools with a 4.9/5.0 judging score

October 2023

2nd Place WebJam

148 participants, 20+ teams. Designed and Developed gamified habit tracking app (React.js)

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400+ applicants, 84 participants. Designed Generative AI Note to Flashcard Web App.



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EXPERIENCE

07.2023 - Present

Founding Product Designer, Questify

- Designed an end-to-end platform gamifying club-discovery through a metric-based club admin dashboard and student-facing mobile app
- only designer working with a team of 6 engineers to execute the entire product lifecycle between 2 platforms
- Managed Product Strategy by conducting competitive analysis, defining KPIs, and creating a pitch deck pitched to 30-40 clubs
- conducted 5 user research interviews with an interview protocol script used for 2 user acquisition and decision flows
- Developed a fully-responsive waitlist website with HTML/CSS and JS

06.2022 - 03.2023

Creative Design Intern, Olivo Amigo

- Spearheaded branding and website for B2C Mediterranean Startup scaling to a B2B Subsidiary Company: "Olive Oil Land" from scratch.
- filmed and edited 20+ short videos based on IG analytics + Industry trends that increased reach by 160% (80k+ in 3 months)
- Developed interface of wholesale website through several iteration cycles (lo-fi -> hi-fi mockups)
- designed 30+ unique assets (flyers, brochures, instagram posts, and gift box designs) used in international trade shows

09.2022 - 06.2023

Director of I.T. and Web Development, Virtual Enterprise

- Led website design and development including wireframes, mockups, and prototypes (11 unique pages) for a High School Startup Incubator
- collaborated with 30 students and 6 XFN departments to conceptualize and integrate new product launches onto website
- Managed product roadmap and compiled a detailed UI/UX analysis documentation

08.2022 - Present

Head of Product, Cronicle

- overhauled and established new company branding guide
- spearheaded the design of an end-to-end Productivity Mobile App, leading its design management through user research interviews, developing user journey flows, market analysis, and prototyping lo-fi and hi-fi mockups

07.2022 - Present

Founder and Designer, Voicewise

- Developed a curated resources database guiding users through end-to-end journey of self-improvement
- Designed branding (logo and brand assets) and design system from scratch
- Led the curation of a 5-month self-improvement curriculum program including courses, resources, and a full web platform

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- Generated 2000+ sales through running paid ads, advertising in online community channels, strategic affiliate marketing through B2B partnerships, and organic growth
- Designed and developed a clothing boutique using Lua

01.2022 - 09.2023

Founder and CEO, Solidarity Apparels (Clothing Business)

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VOLUNTEERING

07.2023 - Present

Workshop Coordinator, Design at UCI

- Taught over 300 students 10+ design workshops on industry standard product thinking, visual design, and front-end development
- Collaborated with 5 organizations to present at Hackathon events
- Developed an end-to-end Figma tutorial including prototyping and design tools, presented at 5 events (200+ reach)
- Judged final design pitch for 9 teams after a 9-week end-to-end design projects for Demo Day

10.2023 - Present

UX Designer, Develop for Good

- Selected out of 1.5k+ national applicants
- leading User Experience Strategy with a team of 10 designers
- Synthesized User Research Protocol, Interview, and survey to explore key pain points on website to streamline decision-making
- Conducted a full Tech Stack Audit with 10+ software integrations

10.2023 - Present

UI/UX Designer and Front-End Developer, Commit the Change

- Selected out of 200+ applicants to develop an end-to-end, metric-based dashboard system for a trash-collection NPO
- worked with 4 designers and 14 engineers to lead user research interviews with the client, product audits, and an end-to-end user journey decision flow between admin and volunteers

11.2023 - Present

Co-Logistics Lead, UCI Design-a-thon

- Oversaw a team of 8 and collaborated with 30+ organizers to plan and execute Design at UCI's largest annual event: Design-a-thon
- Coordinated with Lead Organizer on logistical strategy, workshop speakers, and time schedules

RECOGNITION (cont.)

October 2021 / October 2022

1st Place Design (x2), FTC Robotics

Regional Winner out of 40+ teams for Robot Industrial Design

October 2021

1st Place Promote Award, FTC Robotics

developed marketing video promoting FIRST, selected out of 20+ teams

ACTIVITIES

June 2020 - June 2022

ASB Dances Coordinator

managed \$100k in funds, coordinated 4 school dances with 4k+ cumulative attendees. Best Posters Award (100+ handmade posters, 4 murals). Graphic Designer for dance flyers shown to 3k+

September 2021 - June 2023

Business and Design Lead, FTC Robotics

Co-founded 2 Robotics Teams leading outreach and design. Hosted 9 workshops/webinars with speakers from NASA, Roblox, and Riot Games attended by 200+. Wrote 2x winning engineering portfolio

June 2022 - June 2023

Founder & President, Pen on Paper

300+ handwritten letters and 40+ gifts delivered to senior centers and children hospitals. Collaborated with 6 organizations to host events with \$400+ raised from fundraisers. Designed letter templates.

May 2022 - May 2023

Graphic Designer, Friday Night Live

rebranded NPO chapter's design scheme with 9 new graphics created. Planned school-wide events and attended monthly, regional leadership conferences

CONTACT

Social Platforms

 [linkedin.com/in/jasmine-wu-227665210/](https://www.linkedin.com/in/jasmine-wu-227665210/)

Phone Number

(714) 886-0299

E-mail

jasmineqw45@gmail.com

EDUCATION

CLASS OF 2027, incoming freshman

University of California Irvine
Major: B.S. Cognitive Science & Computer Science

CLASS OF 2023, 3.98 UW / 4.71 W GPA

Fountain Valley High School

Relevant Coursework

completed: 10 AP, 6 honor/accelerated, and 4 College Classes
AP Calculus BC (Score: 5)
AP Psychology (Score: 5)
AP Computer Science Principles
MicroEconomics (college)
Sociology (college)
Philosophy (college)

Languages

English fluent



French intermediate



Chinese intermediate



PROGRAMS I USE

Figma - wireframing and design
Canva - graphic design
VS Code - front-end development
Wix - web development

JASMINE WU

CAREER OBJECTIVE

An incoming Freshman at UCI with an intended Computer Science and Cognitive Science Double Major pursuing a career within the Digital Product Design and Startup field with extensive experience in UI/UX, Product Management, and Front-End Engineering.

AWARDS

GOLD STANDARD/1ST PLACE WEBSITE DESIGN

Virtual Enterprise International 2022

Won 1st place out of 148 submissions at the Western Regional championships for e-commerce website design earning a near-perfect judging score of 4.9/5.0

SOCIAL SCIENCE CORONET AWARD

Fountain Valley High School

Awarded the top academic honor and most prestigious award at FVHS for outstanding achievement in the field of social sciences

AP SCHOLAR WITH DISTINCTION

AP CollegeBoard (National)

Received an average of 4.2 on all 9 AP exams taken

SUMMA CUM LAUDE

Fountain Valley High School Class of 2023

top 3% of graduating class with over a 4.5 cumulative weighted GPA and a 4.0 unweighted GPA by the 1st semester of Senior Year

EXPERIENCE

CHIEF PRODUCT OFFICER

Cronicle (ed-tech startup)

2022-present

overhauled branding and proposed a new product concept (collaborative, open-source skill-based knowledge hub) including lo-fi + hi-fi wireframes, user, and market research in the e-learning space.

- spearheaded an IOS/Android App offshoot (productivity + edtech app) developing the entire design from scratch

CO-WORKSHOP COORDINATOR

Design at UCI

2023-present

accepted as an incoming freshman to the largest design organization at UCI

CO-FOUNDER AND BUSINESS LEAD

FTC Robotics Team 21980 and Team 20191

2021-2023 (2 years)

- Co-founded 2 robotics teams consisting of 13 students
- Coordinated 9 live workshops/webinars with 12 guest speakers, including industry professionals from NASA, Riot Games, Mojang Studios, and Roblox, with 200+ attendees.
- Designed branding, Instagram posts, team merchandise (x2), website (x2), and competition booth from scratch.
- Achieved notable awards, including 1st place in Design (x2), SoCal High Score, 1st place Promote (marketing video), and 2nd place Inspire (highest award!)

CONTACT

 [linkedin.com/in/jasmine-wu-227665210/](https://www.linkedin.com/in/jasmine-wu-227665210/)

 jaslavie.github.io/personal-portfolio/index.html

Phone Number

(714) 886-0299

E-mail

jasmineqw45@gmail.com

EDUCATION

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University of California Irvine
Major: B.S. Cognitive Science &
Computer Science

CLASS OF 2023, 4.0 UW / 4.68 W GPA

Fountain Valley High School

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SKILLS

Interpersonal Skills

working in a fast-paced, demanding environment



cross-functional communication



ideation/ openness to new ideas



adaptability to change



Technical Skills

UI Design (end-to-end wireframing)



UX Design (User Research)



Web Dev (HTML, CSS, JS)



Product Management



Market Analysis



DIRECTOR OF IT AND WEB DEVELOPMENT

Virtual Enterprises International, Bonsai Bento
2022-2023 (1 year)

- won highest award for team: 1st place in e-commerce website
- spearheaded and led website design and development from scratch including wireframing and prototyping on Figma (11 unique pages) for a Sustainable Japanese Cuisine Startup
- Managed the entirety of the product roadmap and wrote a detailed UI/UX analysis documentation pitched to judges at the SoCal State Conference

MARKETING AND DESIGN INTERN

Olivo Amigo (Mediterranean Startup)
2022-2023 (6 months)

- developed branding and design for the website launch of the new company: "Olive Oil Land" from scratch.
- Designed 30+ marketing materials used in trade shows and social media, reaching an audience of 80k+.
- Filmed and edited 20+ videos, aligning with IG analytics and industry trends.
- Wrote 40+ newsletters and articles on Mediterranean Lifestyle & Food, incorporating strategic calls-to-action for new product launches.
- was privately mentored by the CEO on business strategy for a mid-stage startup

CEO AND BUSINESS OWNER

Solidarity Apparels (Fashion Line)
2022-now

handmade, book-tok-inspired streetwear apparel line

- designed and created all clothes from scratch (vinyl + screenprinting) along with business cards and marketing materials
- generated 160+ sales across 40+ states & 10+ countries
- accumulated 100k+ reach on social media platforms including Instagram and Tiktok by creating 50+ video clips from scratch

DANCES COORDINATOR

Associated Student Body (Student Government)
2020-2022 (2 years)

- coordinated 4 large-scale school dances with 1000-2000+ attendees each (doubled attendance from 2019)
- worked with the Dances Commission to manage \$100k+ in budget for dances
- created 100+ handmade posters (also won Best Posters Award!) and 4 large murals for various school events from scratch
- designed all dances flyers and Instagram posts including prom, winter formal, and the Fall Dance to a digital audience of 2k+

FOUNDER AND PRESIDENT

Pen on Paper (Letter-writing Club)
2022-2023 (1 year)

- Established first letter-writing club @ FVHS | Bridging the gap between gen z and seniors through creative letter-writing
- hosted 8 club events/fundraisers collaborating with 6 on-campus clubs including Letter-Writing Workshops, Care Package making, Gift Assemblies, and Bake Sales with 40+ registered members
- accumulated 300+ letters (and counting!), created 40+ gift packages, and made \$400+ in revenue from fundraisers & donations
- created a Letter-Writing Toolkit with 16 unique holiday-themed designs

ASSISTANT TUTOR AND GRADER

Kumon North America (Fountain Valley West)
2022-2023 (1 year, 8 hours per week)

- tutored pre-k kids in basic math and reading skills, writing detailed notes to track their progress
- Graded 5000+ homework assignments (150+/day)

CONTACT

Phone Number

(714) 886-0299

E-mail

jasmineqw45@gmail.com

Address

Fountain Valley, CA, 92708

EDUCATION

CLASS OF 2023, 4.0 UW / 4.6 W GPA

Fountain Valley High School

Relevant Coursework

AP Computer Science Principles

AP Calculus BC

MicroEconomics (college)

Sociology (college)

Philosophy (college)

AP US+European History

SKILLS

Interpersonal Skills

- Consistent and dedicated
- Ability to work under pressure
- Efficient time management
- Project Management
- willingness to learn

Technical Skills

- Graphic Design
 - Web Design
 - HTML, CSS, Javascript
 - Research
 - CTA, SEO, marketing hooks
-

PROGRAMS I USE

Canva - graphic design

Photoshop - graphic design

VS Code - front-end development

Wix - Web Design

Figma - wireframing and design

JASMINE WU

CAREER OBJECTIVE

An ambitious and dedicated High school student seeking to apply skills in curriculum design and creativity to your organization.

EXPERIENCE

ASB (STUDENT GOVERNMENT)

Dances Coordinator

- designed all flyers for Homecoming, Prom, and School dances shared to student body of 3000+
- planned, coordinated, and directed large-scale, school-wide dances with 1,000-2,000 attendees
- made 100+ posters for school-wide events & 4 large murals

FTC ROBOTICS TEAM

Cofounder, Business and Design Lead

- established first-year robotics team and collaborated with 6 other teams to coordinate on-campus competitions
- designed engineering portfolio with 200+ pages, team uniforms, website, pit booth, and led all outreach events.
- achieved 1st place design award, 1st Place Promote Award for marketing video, and 2nd Place Inspire Award at LA Qualifiers

OLIVO AMIGO INTERNSHIP

Graphic and Web Design

- assisted in major design decisions: product development and gift box designs for a Mediterranean Olive Oil Company
- Designed branding & website for the launch of a wholesale company
- created 30+ reels, graphics, marketing material, and newsletters
- attended meetings twice a week with CEO to discuss design plans

PEN ON PAPER CLUB

Founder/President

- spearheaded a letter-writing club at High School focused on forming meaningful bonds between elders and Gen Z through creative letter-writing
- led all volunteer events including planning and organizing

VOICEWISE INITIATIVE

Founder/CEO

- designed curriculum for self-mastery coaching program for teens
- designed all branding, graphics, and website optimizing navigation, user flow, & consistent branding
- led team of 10+ members & held monthly meetings to discuss progress
- organized workshops, webinars, and newsletters; collaborating with 5+ student-led nonprofit organizations

SOLIDARITY APPAREL

Founder and Owner

- launched clothing brand generating \$1500+ in sales & 90k reach on social media
- designed, printed, and packaged hoodies, sweatshirts, t-shirts, tote bags, and more
- operated and oversaw the entire process of an Etsy clothing business including design, marketing, budgeting, and packaging

CRONICLE TECH

UX/UI Design Intern

- Spearheaded web design for an online course using industry tools including Figma
- Lead Design development for an app including conducting user research, designing wireframes, and initiating the test
- attended weekly meetings for Tech Startup with the CEO to discuss design decisions

ELEVAYTE INITIATIVE

Head Web Developer

- lead front-end development of website from scratch using HTML and CSS
- developed branding for the organization from scratch

VIRTUAL ENTERPRISE (STIMULATED BUSINESS)

Lead IT and Web Design Director

- designed the UI of the Website from scratch using industry tools (including wireframing)
- developed branding from scratch
- attended regular field trips and leadership conferences

FRIDAY NIGHT LIVE CLUB

Graphic Designer and Marketing director

- Club promoting mental health awareness and against drug abuse
- reorganized branding layout and designed all graphics on Instagram

THE LETTER PROJECT

Youth Ambassador

- wrote 20+ letters to empower and inspire young girls and women
- Promoted The Letter Project through hosting write nights and partnerships with my letter-writing club

FINE ART CLASSES

student for 5 years

- learned a variety of art mediums including oil painting, watercolor, and chalk pastels
- attended a 3 hour class once per week