

Experience	Rilla Product Designer II May 2026 –	Early designer at a Series B AI startup for in-person sales, used by 1,200+ companies. With no dedicated PMs, I owned the full arc: defining the problem, designing the behavior, running experiments, and shipping on web and mobile.
	Product Designer I Aug 2025 – May 2026	AI coaching: Designed Rick Copilot, which surfaces the best moments in a call with feedback ready to send. Replaced the chat sidebar with in-workflow suggestions and tuned the model's voice with layered knowledge bases built from ~42 manager interviews. AI-assisted coaching grew from 40% to 70-80% of comments (~157K/month). Then led Autopilot, a live test of autonomous coaching: feedback labeled as AI was read as often as feedback signed by the manager (73% vs. 72%).
		Game systems: Built streaks, XP, leagues, profiles, iOS widgets, and Rilla the Gorilla from 0 to 1. Doubled managers coaching daily (~20% to ~40%), with 35% of players active on weekends for the first time.
		Onboarding: Replaced 1:1 CSM calls with a self-serve, game-style onboarding, iterating daily from session replays. Day-one return rose from 5% to 40% , saving each CSM ~3 hours a week.
	Stanford University Researcher & Course Assistant Oct 2024 – Jun 2025	In the SALT Lab, interviewed users to evaluate CARE, a conversational AI that role-plays patients to train novice peer counselors. As a course assistant, taught Agile-Lean-UX in CS177 (Human Centered Product Management), mentoring eight teams, and was grading lead for CS124 (Intro to AI, 300+ students).
	Sunao Lab, Brown Institute Designer & Full-Stack Engineer Jun 2024 – Jun 2025	Designed and built a conversational AI agent that guides listeners to relevant podcast snippets, grounded in RSS feeds from a KQED partnership.
	Cisco UX Design Intern Jun 2023 – Sep 2023	One of five designers exploring Cisco's first AI assistant . Led the GenAI competitive analysis and designed a context-aware assistant that works with what's on screen; the team built on my direction . Led 0 to 1 design of the notification component in the Magnetic Design System , used by 40+ teams.
	BreakFree Designer & Developer Jun 2022 – Sep 2022	Launched the iOS and Android MVP in 3 months , designing 30+ screens and building them in React Native.
	Google Machine Learning Contractor Mar 2022 – Jun 2022	Compiled a 10K-problem STEM dataset used to train Minerva , a language model that reasons step by step through math and science.

Education	Stanford University	M.S. Computer Science Artificial Intelligence · 2025	B.S. Symbolic Systems Human-Computer Interaction · 2024

Skills	Design: Figma, prototyping, AI behavior, motion design, game systems, design systems	Product: User research, usability testing, A/B testing, session replays, Mixpanel, Grafana, Agile	Engineering: React, React Native, JavaScript, HTML/CSS, Python, C/C++, prompting & knowledge bases