

Experience

ForeFlight, a Boeing Company – Product Designer

Jun 2023 – Present

Own end-to-end design for 14 safety-critical features across real-time alerting, geospatial visualization, and logging systems, balancing strict regulatory constraints with real-time usability to support high-stakes decision-making.

Lead 0→1 design of 9 real-time weather visualization layers used by 300K+ pilots, converting complex atmospheric data into scannable visual models that improve operational decision-making under extreme cognitive load.

Serve as lead designer for the Windows platform, establishing platform-specific UX patterns, shaping long-term product strategy, and driving cross-platform alignment with iOS in close partnership with product and engineering.

Plan and execute usability research, creating scripts, building interactive prototypes, and conducting sessions to validate workflows and visual models against pilot mental models and operational constraints.

ForeFlight, a Boeing Company – Product Design Intern

Jun 2022 – May 2023

Designed two core workflow features for real-time data visualization and proactive alerting, enabling earlier risk detection and reducing cognitive load in critical task flows.

Led the migration of the ForeFlight design system from Sketch to Figma, rebuilding 50+ files and creating 200+ scalable components that accelerated iteration speed and improved design-engineering collaboration across teams.

Yotme – UX and Marketing Intern

Jun 2021 – Aug 2021

Led comprehensive redesign of core CRM workflows using competitive analysis, user testing, and research synthesis to reduce task completion time by approximately 35% and increase usability.

Rebuilt marketing website information architecture and visual hierarchy, improving navigation clarity and user comprehension of key product features.

Patents  
(Pending)

Runway Incursion Prevention System (3)

The Boeing Company

Custom Range Ring Hazard Indicators (2)

The Boeing Company

Active Runway Selection System (3)

The Boeing Company

Education

Wellesley College – B.A. in Media Arts and Sciences

Sep 2019 – May 2023 | 3.98/4.00 *summa cum laude*

Massachusetts Institute of Technology – Cross-Registered Student

Sep 2021 – Dec 2021 | Tangible User Interfaces

Skills

Design

User Research, Design Systems, Interaction Design, Data Visualization, Cross-Platform UX Design, Prototyping, Usability Testing, Agile/Scrum, Accessibility (WCAG)

Tools & Languages

Figma, Sketch, Adobe Creative Suite, Principle, Cursor, HTML/CSS, JavaScript, ProtoPie | English, Spanish, Korean