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Facebook

Product Design Intern

Jul - Sep, 2020

As a part of the Business Integrity team, designed experiences across 2 major surfaces that educate ~900k advertisers on FB's advertising policies. These initiatives help keep users safe and empower advertisers to post compliant ads. Received return offer.

Factual

Product Design Intern

Jul - Sep, 2019 / Los Angeles, CA

Spearheaded the redesign of a complex internal tool. Created an end-to-end flow that onboards customers like Uber, Amazon, Apple, etc. and grants them permission to access Factual products or features

Led the design of a major feature in an upcoming data analytics product that enables users to layer, filter and compare data across multiple demographics and geolocations

Fjord, Accenture Interactive

UX Design Intern

Jan - Feb, 2019 / Los Angeles, CA

Designed the flow and end-to-end experience of a chatbot game with multiple end states and edge cases

GoGuardian

Product Design Intern

Jun - Aug, 2018 / Los Angeles, CA

Researched, tested, and shipped a usage analytics tool with the goal of measuring the web activity of 5.5 million users across relevant metrics

Co-developed and advocated for GoGuardian's Design System, which continues to increase design and front end efficiency

Applica.me

Designer & Co-Founder

Part of Stanford StartX accelerator (~8% acceptance)

May 2015 - 2017 / Palo Alto, CA & Manila, PH

Designed a college application platform that allows Philippine universities to standardize their application process. Worked closely with engineering to ship the product's MVP all the way to its fifth version. Increased conversion rate from 5.63% to 13.61% and retention rate by up to 20.32% in 6 months

University of California, Los Angeles B.S. Cognitive Science

Expected December 2020

Sigma Eta Pi Entrepreneurship Fraternity

Director of Technology & Design, Director of Onboarding, Director of Operations

UCLA Slackliners

Skills

Solving complex design problems

Interaction Design

UI/Visual Design

Product Strategy

User Research, Testing

Copywriting & Content Strategy

Wireframing & User Flows

Tools

Pen, Paper Figma Sketch Illustrator Photoshop Invision Zeplin HTML, CSS Unity, C#

Catch me...

Slacklining, wheel throwing, Boosted Boarding, mural painting, Nintendo Switch playing, board gaming & film appreciating:-)