



I create visuals and interactions to articulate designs that solve complex problems and align with business goals.

EXPERIENCE

Jericho Security, Product Designer

Dec 2024 - Aug 2025

A cybersecurity company that defends against GenAI-driven attacks and raises cybersecurity awareness for SMB and enterprise SaaS.

- Designed and simplified a phishing simulation setup flow that's easy for general users and flexible for power users.
- Created engaging web app experiences for Jericho Security using customer feedback and market research.
- Collaborated with Product and Engineering teams to deliver scalable designs balancing short-term delivery needs with long-term product vision.

Fact Finders Pro, UX Designer

Apr 2024 - Nov 2024

An early stage startup that leverages AI-driven tools and community engagement to detect and combat false information in real-time.

- Collaborated closely with PM, engineers, and CEO to research and strategize the PoC for stakeholders buy-in.
- Visualized and improved the user experience of functional fact-checking prototypes based on the user data and insights.

Protect AI, UX Designer

Aug 2022 - Sept 2023

A cybersecurity startup (acquired by **Palo Alto Networks** in 2025) that innovates developer tools to solve security challenges in ML and AI sectors.

- Launched the first **MVP** which reduced users' task process time by **20%**, resulting in a **33%** increase in LinkedIn followers in one month and contributing to raising **\$35M** in Series A funding.
- Led design on a curated CVE database to easily reference the vulnerability for data scientists and ML engineers.
- Created wireframes, lo-fi and hi-fi prototypes, and mockups using Figma, demonstrating creativity and attention to detail in crafting intuitive and engaging user interfaces.
- Collaborated with Product and Engineering teams to consolidate user feedback and research insights for strategic design.
- Initiated the establishment of UI style guides and design system for efficient communication with front-end developers and proper WCAG accessibility.

Link Design Group, Design Associate III

June 2018 - June 2022

- Led design on retail specialty zones to create a user-friendly and immersive shopping experience. **Two malls** were successfully built and opened in 2023.
- Collaborated with global design teams and developers to discover

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EDUCATION

University of Oklahoma

Architecture
General Business (Minor)

ADDITIONAL TRAINING

IBM

Enterprise design thinking - Team essentials for AI
Enterprise design thinking practitioner

LinkedIn

UX for AI: Design practices for AI developers

SKILLS

Software

Figma, Figma Make, Lovable, Adobe Illustrator, Photoshop, InDesign, Premiere Pro, Procreate, Linear, Notion, HTML/CSS, Webflow, Google Analytics, SketchUp, Rhinoceros 3D, AutoCAD, Enscape

Design

Storytelling, Wireframing, User research, Prototyping, Usability testing, Interaction design, Accessibility design, Typography, 3D modeling, VR flythrough, Animation

placemaking design that meets the business market needs.

- Articulated design concepts using visual diagrams, 3D models and **VR technology**.

CallisonRTKL, Designer

Dec 2013 - June 2018

- Collaborated with the interior design team to create shopping experience design proposals for large mixed-use projects in the Middle East and Asia.