

Education

Simon Fraser University

Sep 2022 – Dec 2027

Bachelor of Business Administration in Interactive Arts and Technology, Concentration in Design

GPA: 4.05/4.33

Achieved President's Honor Roll, Undergraduate Major Entrance Scholarship, and SIAT Showcase frequent feature.

Experience

Motion Design Intern

Aug 2026 - Present

Apple, Inc.

Cupertino, CA

- Currently working within a team of talented interns on the **Apple** operation's team to create motion design, videography, branding, and much more internal content for billion-dollar products.

Design Intern

May 2025 – Present

Electronic Arts (EA)

Vancouver, BC

- Designed and directed **16 different campaigns** from ideation to execution across social media and consumer brand channels, advancing the FC 26 design system increasing in-game sales for the **\$4 Billion dollar franchise**.
- Led the **motion design execution** for the FC 26 Soundtrack Campaign in **collaboration with Spotify**, developing an experimental style using concepts, moodboards, and visual design explorations to develop an asset library.
- Collaborated with producers, production designers, marketing teams, and legal to **craft complex prototypes** of in game **UI assets** to enable richer feedback during **design critiques** and ensure development accuracy.

Director of Design (Volunteer)

May 2024 – Present

SFU Surge

Vancouver, BC

- Shipped 5 hackathon websites attracting over 10,000+ visitors**, increasing applications across events by **160%**.
- Directed a team of 6 visual and UX designers in establishing clear design and art direction systems for 5 events.
- Established an engaging, **motion driven** art direction and web system for StormHacks 2025, helping the event increase from 500 attendees to over **1,000+ attendees**, and become **Western Canada's Biggest Hackathon**.
- Used **advanced illustration** skills to conceptualize compelling visual artwork for event-based promotion.

Design Intern

May 2024 – Dec 2024

The Canadian Space Agency (CSA)

Longueuil, QC

- Led the end-to-end redesign of the CSA branding for 6 different Space, Science and Technology initiatives increasing their awareness for the general Canadian public: while ensuring their adherence with the CSA overarching identity.
- Employed the use of both Figma and React to develop **a design system, wireframes**, and a **highly functional prototype** to demonstrate the functionality and help the developers implement the tool on their own end.

Skills

Skills — Illustration, UX Design, Prototyping, Design Systems, Motion Design, Storytelling, Animation, Micro-motion
Design Tools — Figma, Protopie, LottieLabs, FigJam, Keynote, Miro, After Effects, Adobe Creative Cloud, Rive
Languages and Frameworks — React, Next.js, HTML, CSS, JavaScript, Tailwind CSS, Java, Maya, Python, Unreal

Awards

- Best UI Design – Hack UTD (North America's Biggest Hackathon) Nov 2025
- 1st Place – NWHacks 2025 Jan 2025
- Selected Feature – United Nations REAIM Conference 2024 Sep 2024
- 1st Place – SMA Brandstorm Design Jam 2023 Dec 2023