

SUMMARY

Player experience researcher and game developer who turns how players behave into design decisions. I've shipped a title on Steam and led an award-winning, mixed-methods study on tutorial design, translating qualitative and quantitative insight into clear recommendations that cross-functional teams can act on.

EXPERIENCE

UX Researcher, Learn to Leap (Honors Capstone) · University of Florida JAN - APR 2026

- Designed and built a custom Unity platformer prototype and ran a mixed-methods study of 11 participants on how players choose tutorial guidance, pairing in-game behavioral data with semi-structured interviews
- Applied Braun and Clarke thematic analysis across eight themes, surfacing a key gap between players' stated preferences and their actual in-game behavior
- Found that all 11 participants valued controlling their own guidance level, and translated results into design recommendations for adaptive, player-choice-driven tutorials

Producer & UX Designer, Yuumi-Chan: Rent is Due! (Steam) · Krillshot Games AUG - DEC 2025

- Led production for a 25-person team to ship a magical-girl beat-em-up on Steam (built in Unity), coordinating design, art, and engineering through launch
- Designed the game's user interface and in-game menu systems, and ran end-of-cycle playtesting that gathered 21 player responses, turning feedback into prioritized design changes
- Authored team post-mortem documentation capturing player experience and process insights

UX Researcher, University of Florida JUN - OCT 2025

- Ran 2 usability testing sessions with student users for a larger team study of Anthology Engage, surfacing user pain points and accessibility gaps
- Built a Figma prototype that helped university leaders picture the adoption decision and define their requirements

Customer Experience Intern, ICE Mortgage Technology JUN - AUG 2024

- Boosted survey response rates by 333 percent through personalized outreach and timing strategies
- Synthesized employee feedback into user experience research reports and presented findings to the customer experience team, creating a company-wide presentation delivered live to 300+ people

EDUCATION & AWARDS

BA, Digital Arts & Sciences · University of Florida, 2026 — Summa Cum Laude

Concentration: Game Production & User Experience · Digital Worlds Institute

Awards: Outstanding Achievement in Experience Design, Convergence 2026 (Learn to Leap) · Best in Show, Tick Tock Trivia · Most Innovative, Cosmic Catch

SKILLS

Research: Mixed-methods research · Usability testing · Thematic analysis · IRB protocol authoring · Survey design · Player & behavioral data analysis · Digital accessibility (WCAG 2.1)

Tools: Figma · Unity · Adobe Creative Suite · Excel · WordPress · HTML/CSS