

Education

University of Waterloo — *Graduated 2025*

Systems Design Engineering (BASc)

Relevant Courses: Human Factors in Design; Design, Systems and Society; Intro to Psychology; User interfaces; Foundations of Artificial Intelligence; Data Structures

Experience

Palantir

Product Designer I

Aug 2025 — Present

Led design across Palantir Foundry's AI and ML platform, owning LLM observability and governance (usage tracking, cost management) and the machine learning lifecycle, from no-code trainers and model evaluation to LLM fine-tuning.

Palantir

Product Design Intern x 2

May — Sept 2024;

Aug — Dec 2023

Established the foundational design system for Agent Studio, an app on Palantir Foundry, for building and deploying LLM-powered chatbots.

Designed an authentication flow for Palantir Foundry's identity provider integration, enabling administrators to capture user information for platform access management.

Uplift

UI/UX Design Intern

Jan — April 2023

Iterated on designs for offer packages within the point of sale flow of the Buy Now, Pay Later product, impacting 300+ partner clients.

On Deck

Product Design Intern

May — Aug 2022

Led the re-architecture of the filtering system across the platform to improve search relevancy for cofounder networking, impacting 2500+ users.

Points

Product Design Intern

Sep — Dec 2021

Redesigned the loyalty program storefront to drive customer retention by enhancing information architecture based on A/B testing, impacting 1 billion users.

TD Bank

UI/UX Design Intern

Jan — June 2021

Collaborated cross-functionally within a team of engineers, designers and business analysts to design and prototype an end-to-end mobile app for grocery shopping optimization.

Toolbox + Skills

Figma, Adobe XD, Adobe Illustrator, Sketch

Prototyping, wireframing, interaction design, user research & testing, product thinking, responsive design