

## EDUCATION

### Stanford University

Candidate B.A. in English and M.S. in Computer Science

- Undergraduate GPA: 4.00/4.00. Graduate GPA: 3.93/4.00

Stanford, CA

09/2021 — 06/2026

## WORK EXPERIENCE

### Arts Intensive Apprentice (Residential and Teaching Assistant)

Stanford Arts Intensive

- Assisted faculty in developing and facilitating a three-week residential intensive visual arts program for 20+ undergraduate artists.
- Supported students in workshops across drawing, painting, and mixed-media practice; provided feedback and guided critiques.
- Coordinated studio setup, managed materials, and documented student work for end-of-program showcase.
- Planned and facilitated extracurricular activities as a residential assistant.

Stanford, CA

09/2025

### Art and Anatomy High School Program Teaching Assistant

Stanford Medical Humanities

- Supported two consecutive two-week programs for high school students exploring anatomy through art.
- Led drawing demonstrations and assisted students with observational techniques, figure studies, and anatomical accuracy.
- Organized community-building activities, supervised field trips, and helped run final exhibition day.

Stanford, CA

06/2025 — 07/2025

### Software Development Engineering Intern

Amazon Web Services (AWS)

- Worked within the Amazon AppStudio team, a generative AI-powered service that uses natural language to build enterprise-grade applications, geared to 1+ million AWS customers.
- Designed and implemented a brand new operational analysis tool, Model Indexing Service, for 3k+ AppStudio app models using TypeScript and CloudWatch.
- Programmed a recursive dynamic algorithm to retrieve and process data from a node graph.

Sunnyvale, CA

06/2024 — 09/2024

### Graphic Design Assistant

Stanford Graduate School of Business Library

- Designed the library's digital collections website [GSB Access](#) and their informational website [Research Hub](#).
- Created 100+ visually appealing and user-friendly website layouts, templates, and graphic elements.
- Implemented website updates and improvements.
- Designed digital signage to promote library services and resources.

Remote

10/2022 — 09/2023

## AWARDS

### Hoefer Prize for Writing in the Major

Awarded for: "On 'Western Civilization': Footnotes, Allusions, and The Waste Land (ENGLISH 5NA, Instructor: Tong Liu)"

- Selected from 1000+ submissions across all undergraduate academic disciplines, recognizing exceptional work in a Writing-in-the-Major course for its clarity, depth of analysis, argumentation, and stylistic excellence.

Stanford, CA

04/2025

## ORGANIZATIONS

### Co-President and Financial Officer ("Big Fish")

Arbitrary Ink Collective

- Coordinated large-scale collaborative public art projects, installed at Stanford University, guided by the idea of disrupting space.
- Organized weekly meetings, trips, and exhibitions for the collective.
- Created paintings, zines, writing, sculptures, and other mixed media works.

Stanford, CA

03/2023 — current

## KEY PROJECTS

### Roots

Mobile Development + UI/UX Design

- Awarded 1<sup>st</sup> in Most Personal Impact, 2<sup>nd</sup> in Most Society Impact, and 3<sup>rd</sup> in Best Website out of 20+ projects, chosen by judges from CS HCI industry experts at CS 147 Project Expo.
- Designed and built a mobile app helping immigrant parents bridge cultural and generational communication gaps with their children for Stanford CS 147 (Introduction to Human-Computer Interaction).
- Led UI/UX design across the full design process—needfinding interviews, POV/HMW synthesis, low-fi and medium-fi prototyping, heuristic evaluation, and high-fidelity interactive prototype in Figma. Delivered concept video, demo video, and comprehensive final report.

Stanford, California

09/2025 — 12/2025

### Next 2 You Armenian mural

Public Art Project

- Collaborated with local artists and nonprofit organization, Little Star Charitable Foundation, to design a mural reflecting regional cultural motifs for their children's rehabilitative center, Next 2 You.
- Assisted with large-scale painting, color planning, material prep, and community engagement events.

Vahagni, Armenia

08/2025

### More Than Enough for an Orange

Public Art Project

- Illustrated a series of 20 panels telling a story developed by all members of the collective over three months.
- Designed and set up an installation of the illustrations.
- Organized an exhibition event that facilitated community art-making, coordinating with On Call, student-run cafe.

Stanford, CA

09/2023 — 04/2024

## SKILLS

**Design:** Figma UI/UX, Adobe Photoshop, Adobe InDesign, Adobe Illustrator, Adobe Premiere Pro.

**Programming:** JavaScript, TypeScript, React, C/C++, Python (Pandas, Numpy), LaTeX, Unix, x86 Assembly, algorithm design, machine learning, algorithmic analysis.

**Interests:** bass guitar (jazz), social dance (swing, salsa, tango), creative nonfiction, aesthetic theory, cooperative living, painting.