These days, “designer” can entail a wide variety of things, from traditional graphic design and UI/UX to business strategy. I consider myself a multidiscipline designer - not limited to a specific field, such as editorial or user experience, but always open to experiment with and dive into different media, from posters and hand-bound books to animated projections and digital games. I love creating visual and interactive experiences that tell a story, make an impact, and most importantly, break the boundaries of peoples' expectations and beliefs of what is possible.
I'M FINE is an interactive web experience of a collection of poems centered on or alluding to the issue of mental health. This interactive project aims to present poetry as an underappreciated art form, using it as a medium to illustrate mental illness, an issue often misunderstood and considered taboo in conversation. Users will be able to switch between auditory and visual experiences of the poems throughout the site, showcasing the versatility of poetry in verbal and visual communication.
LOOK LISTEN is a nonlinear narrative coded in Processing. In this piece, I created an interactive experience where the viewer can explore a world through either primarily visual or auditory means. For instance, in the above screenshots, viewers experience the room visually (via illustration on the left) or can experience it auditorily by turning off the lamp in the room. In the auditory view, illustrations are removed, leaving minimal white shapes or dots to represent certain objects. On hover, sound effects corresponding to the objects, like a doorknob opening or a light clicking, are played.

STRANGE REALIZATIONS a collaborative project with fellow illustrator Briana Tran exploring user research and personas – more specifically the contrast of individuals' self reported perceptions of themselves in comparison to their internal thoughts. The website is a collection of illustrated portraits reflecting each surveyed individual’s self-described physical appearance and essence. On hover, the individual’s most recent realization appears, often a stark juxtaposition to their self reported demeanor.