

EDUCATION

STANFORD UNIVERSITY

M.A. June 2025, B.S. June 2024

- M.A., Music, Science & Technology, studying at Center for Computer Research in Music & Acoustics (CCRMA)
- B.S., Symbolic Systems Major with a concentration in Computer Music. Music Minor. GPA: 3.98
- Developed advanced written and spoken Spanish skills at Bing Overseas Studies Program in Santiago, Chile
- Selected Coursework: Compositional Algorithms, Psychoacoustics, and Computational Music; Mathematical Foundations of Computing; Programming Methodology and Abstractions; Human Computer Interaction Design; Independent Studio Session Recording

DESIGN PROJECTS

TRANSITMATE

Mar.-June 2022

- Transit safety app built in collaboration with fellow students for Human-Computer Interaction Design course
- Conducted user testing with low fidelity, wireframe and full prototypes, analyzing user behavior in real-world transit scenarios to inform iterative design development
- Presented interactive product demonstration to audience of professors and industry professionals

AURASCOPE

Jan.-Mar. 2022

- Multimedia moodboarding app built in collaboration with fellow students for Human-Computer Interaction Design course, designed to help creative people capture, catalog and develop their everyday inspiration
- Conducted needfinding interviews and user prototype testing to identify pain points and drive design evolution

EXPERIENCE

STANFORD CCRMA | *Research Assistant*

Jan. 2024-Present

- Only undergraduate member of team led by professors from Stanford's Center for Computer Research in Music and Acoustics and Stanford Medicine developing audio device to track breathing of patients under anesthesia
- Lead campaign to collect audio breathing recordings of several dozen volunteers and to prepare audio files for breath detection machine learning algorithm

STANFORD ARTS INTENSIVE | *Arts Intensive Apprentice*

Sept. 2022

- Taught fellow Stanford students the fundamentals of acoustics and audio recording and production as a Teaching Assistant for the "Wild Sound Explorers: Digital Storytelling at Jasper Ridge" course
- Facilitated team-building activities to foster a safe and fun dorm environment as a Residential Assistant

UNIVERSAL MUSIC GROUP | *Interscope Film/TV Licensing Intern*

June-Aug. 2022

- Maintained departmental database, tagging dozens of weekly releases with mood and genre metadata to facilitate pitching to TV and film producers
- Created weekly emails notifying 1000+ industry contacts of recent single and album releases
- Designed marketing campaign for up-and-coming Interscope artist and presented to label executives
- Trained new full-time addition to team to use department's database and create email servicings

STANFORD LIVE | *Student House Manager*

May 2021-Present

- Selected for six-month Music Industry Apprentice internship and hired into permanent role at its conclusion
- Direct front of house operations for events at Bing Concert Hall (cap. 800) and Bing Studio (cap. 200)
- Coordinate usher teams and interface with patrons to create a safe and welcoming venue environment
- Created and instituted a streamlined operations department revenue, payment and invoice tracking system
- Planned and implemented venue infrastructure and crowd management controls at Frost Amphitheater (cap. 8000) and Bing Concert Hall

SKILLS

Microsoft Suite, Google Suite, Figma, HTML, CSS, Python, studio recording, music composition, Spanish