



For the Fall Semester 2019, I was an Interaction Design Intern at Red Hat in Boston, MA.

Red Hat is the world's leading provider of enterprise open source solutions, including high-performing Linux, cloud, container, and Kubernetes technologies. I worked on the Developer Perspective of the OpenShift Console.



Over the course of the semester, I had several responsibilities including:

- Contribute to the design process from exploration to the final designs
- Collaborate with project managers and UI team to ensure the designs were correctly implemented
- Document design work on the Github Design Repo
- Present work to the design team, stakeholders, customers, and evangelists

I learned a great deal through my experience at Red Hat. To me, the most valuable skills and knowledge I gained were how the design process works, Sketch proficiency, public speaking, task management, and the importance of communication between UX, UI, and project managers. While these are just a few examples of what I have learned from this internship, I can honestly say that this experience has helped to me gain valuable knowledge and experience that I don't think I would have been able to learn in a classroom.