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## EXPERIENCE

### Enterprise User Experience Intern

*The Home Depot | May 2017 - Present*

- Creating a project management tool for Supply Chain
- Using VR as a tool to explore innovative warehouse training
- Facilitate design activities to promote design thinking
- Participate in design critiques for feedback throughout iterations
- Conduct usability tests and user interviews
- Work in an Agile Environment using Industry tools
- Conduct usability tests and user interviews

### Digital Communication Specialist

*Center for Excellence in Teaching and Learning | Sep 2016 - May 2017*

- Lead designer on campus wide publication
- Created graphics to promote the center
- Worked on a team to design an Infographic Syllabus
- Managed center event calendar and conferences

### Senior Resident Assistant

*Kennesaw State University | July 2016 - May 2017*

- Advocated for RA's in Upperclassman Housing
- Facilitated monthly engagement programs
- Co-advised a council of upperclassman students

## SELECTED PROJECTS

### SPLASH

*The Home Depot Supply Chain | Present*

UX Design | UX Researcher

- Created a tool that allows managers to accept requests across teams and departments within supply chain, those requests feed into a preexisting agile tool
- Followed an iterative UX design and development process focusing on a Minimum Viable Product
- Chosen by the VP to be pushed through all of Supply Chain

### LEAF a place for Storis

*2017 Disney Imaginations Participant | November 2016*

UX Design

- Participated in the 2017 Disney Imaginations competition.
- Designed an outdoor communal space on a college campus.
- Created an interactive storytelling experience which facilitated community building.

## EDUCATION

### Human Computer Interaction M.S.

*Georgia Institute of Technology  
May 2019 (expected)*

### New Media Arts B.A.

*Kennesaw State University  
May 2017*

Summa Cum Laude

## SKILLS & TOOLS

### Design

- Sketch
- Axure
- Invision
- Illustrator
- InDesign
- Photoshop
- Solidworks
- Wireframing
- Sketch Model Making

### User Research

- Usability Testing
- Affinity Diagramming
- Interviews
- Contextual Inquiry
- Observation
- Synthesis
- Eye Tracking Studies
- Service Blueprint
- Heuristic Evaluation
- Task Analysis

### Development

- HTML5 + CSS
- C#
- Unity
- Javascript