

EDUCATION

ArtCenter College of Design

Pasadena, California

Bachelor's Degree with honors,

Product Design, 2016

Pasadena City College

Pasadena, California

Associate's Degree,

Product Design-Graphics, 2012

HONORS AND AWARDS

Spark Design Awards | Bronze Winner

In recognition of Unistrol, 2016

Spark Design Awards | Finalist

In recognition of Waken, 2016

IDEA | Finalist

In recognition of Unistrol, 2016

In recognition of Waken, 2016

ArtCenter Student Gallery

Waken, 2014

Unistrol, 2015

ArtCenter Department Scholarship

Merit-based scholarship, 2012 – 2016

ArtCenter Provost's List (GPA3.8+)

Summer, 2015

Fall, 2013

TECHNICAL

Design Skills

Research | Branding | Problem Solving |

Packaging | Concept Development | UI / UX

Software Skills

Figma | Sketch | InVision | InVision Studio

| Zeplin | Sympli | Balsamiq | Principle |

Photoshop | Illustrator | InDesign | Premiere

Pro | After Effects | HTML/CSS | Solidworks

| Keyshot | Keynote

PROFESSIONAL EXPERIENCE

Cigna | New York, New York

Product Designer

Oct 2019 - Present

A global health service company that makes health care simple, affordable, and predictable.

- + Led two projects through the entire product life cycle, which involved conducting 35+ user research, brainstorming usability testing for strategy development, and building product roadmap to meet business objectives.
- Designed and launched Cigna's Client Informatics Mapping tool, which provides insight into how important geography impacts benefit plans. It helps the company generate a data-driven narrative for presentations and perform geographic analysis.
- Designed Cigna's Customer Advocacy Report tool that collects valuable customer insights to understand how customers interact with Cigna products, allowing the company to make more informed business decisions when building new products.
- + Delivered twelve MVPs to production that involved gathering requirements from stakeholders, concept development, wire-framing, and prototyping before the product management team fully committed to the product development.
- + Collaborated with twelve different internal teams to design the following marketing material: logo, email template, motion graphics, and video.

Latch | New York, New York

Product Designer

Feb - Aug 2019

A company that provides a smart access system with hardware and software that makes apartment access easier.

- + Contributed to the future intercom system experience from conceptualizing interfaces, visualizing digital experiences to developing the design system using Adobe Creative Cloud, Sketch, Invision Studio, and After Effects.
- + Iterated on designs based on project goals, business requirements, user research findings, and engineering feedback for existing and future products.
- + Created prototypes and iterated towards pixel-perfect final designs for concept validation, usability testing, and partner presentations.

Six Vertical | Portland, Oregon

UX/UI Designer

Sep 2017 - Jul 2018

A consulting firm focused on digital commerce and self-service.

- + Transformed business requirements into creative design solutions including user flows, wireframes, prototypes, and final pixel perfect deliverables for Waste Management, Honeywell, and Vaisala.
- + Implemented creative visual solutions across a wide range of platform that included traditional, digital, motion, and video assets using Adobe Creative Cloud.
- + Created modern digital commerce interfaces while adhering to the client's style and brand guidelines.

Adidas | Portland, Oregon

Design Storm Participant

Nov 2015

- + Created personas and usage scenarios to develop products and services, targeting female users that are transitioning from high school to college and into their careers.