# **Experience**

#### HTC VIVE · UX DESIGNER

August 2018 - June 2020

- Worked on a cross-functional team to drive product development across
  Viveport Infinity's desktop, web, and VR platforms that contributed to a 240% increase in subscribers
- Created wireframes, user flow diagrams, and prototypes to validate concepts and to document design decisions

#### WHITEPAGES · UX DESIGNER

June 2016 - January 2018

- Cultivated broad concepts into designs that led to more intuitive experiences for 50 million Whitepages Premium users
- Conducted user interviews and usability testing to identify customer needs and to evaluate the effectiveness of designs

#### **SAP CONCUR · UX DESIGN INTERN**

January 2016 - March 2016

 Synthesized user research to create wireframes, interaction models, and prototypes for Concur Labs applications and collaborated with developers to implement design specifications

### UNIV. OF WASHINGTON STLP · VISUAL DESIGNER

August 2015 - January 2016

 Developed the visual identity of the Student Technology Loan Program and increased awareness of the program's services by producing print and web promotional material

## **Education**

University of Washington B. Design in Interaction Design

September 2012 – June 2016

Skills

Interaction Design, Visual Design, Storyboarding, User Research, Usability Testing, Rapid Prototyping, Illustration

**Tools** 

Adobe Creative Suite, Sketch, UXPin, HTML/CSS, Figma, Webflow