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objective To generate ethical, social change through sensible research, human-centered design, and emerging digital technologies within arts, education, and civic projects

skills **Rapid prototyping** Sketch, Axure, InVision, Adobe XD, Illustrator

Research Usability sessions, User interviews, Heuristic evaluation, Experience maps, Persona generation, Card sorting, UserZoom, Survey design

Web Intermediate HTML & CSS, Responsive Design

Mobile Android and iOS design, Icon design

2D graphics Adobe Photoshop, Illustrator, InDesign, Acrobat

3D modeling 3ds Max, Rhino 5, Sketchup

Photography Adobe Lightroom, photojournalism

experience **UX Designer** *Nov 2018 to present*

SAP Fieldglass Chicago, IL

Leading UX design and research for 2 apps in B2B space. Also pioneering DesignOps practice to elevate design culture within 300 person product development organization.

Product Designer *Mar 2018 to Sep 2018*

SpotHero Chicago, IL

Led full-stack design for internal tools that directly increased efficiency of customer service representatives by decreasing handle time of cases and reducing customer contact volume.

User Experience Designer *Nov 2016 to Nov 2017*

The Nerdery Bloomington, MN

Drove design and research process for projects of varying user types and budgets. Extensive work in user observations and interviews at client sites, as well as visual and interaction design for web and mobile in both agile and waterfall process.

awards **Biggest Impact Award at Website Challenge** *Apr 2017*

Built a website for Heartland Animal Shelter with co-workers.

1st place at GeoHacks Chicago Hackathon *Sep 2016*

Created digital solution for natural disaster evacuation; presented work to National Geospatial-Intelligence Agency in Washington DC.

education **University of Michigan, Ann Arbor** *Dec 2015*

MS Information Science

Focus in *Human-Computer Interaction*

University of Illinois, Urbana-Champaign *Aug 2012*

BS Architecture