



Product Designer / UX & UI

I love solving problems through the design process and care deeply about details and craftsmanship. My experience spans a wide range of web and mobile platforms for large and small organizations and I have been in the trenches with many cross-functional teams. I believe that great user experience is rooted in bringing process, systems, culture, and brand together while keeping users at the heart of it all.

EXPERIENCE

May 2019 - Feb 2020

Product Designer - Freelance

I helped establish a design system for the Dunkin' Donuts mobile app, developed a mobile experience for Keurig brewer technicians, created page templates for Biogen's seminar portal, and designed a new garage management product for a Swiss-based company called Werk8.

Sep 2017 - May 2019

Lead Product Experience Designer - Centric Software

I led a small innovation team whose focus was to reinvent the way people working in fashion, retail, and supply chains engage with business systems. I developed a design system and managed user experience for multiple products that were brought to market, raising over \$40 million dollars.

Oct 2015 - Sep 2017

Product Experience Designer - Fidelity Labs

I was a core designer for a series of innovation incubators that focused on a range of problems to reach new business opportunities—from finding ways to add more schedule flexibility for associates in the call centers, to taking a deep dive into the concept of financial wellness and discovering what it means to customers.

Aug 2014 - Oct 2015

UX Designer - Boston Digital

I worked on a range of marketing websites for non-profits, educational, and healthcare businesses. My primary responsibilities were to conduct both user and client stakeholder research to build empathy for the users and understand business needs, create site maps and user scenario flows, build wireframes and prototypes, and facilitate user testing.

Apr 2014 - Jul 2014

Interaction Designer - Essential

I collaborated with researchers and product development teams to design interactions and visual assets for a GUI that were used as the main control unit for Instron material testing machines and designed a web-based portal for Oncologists to store cancer treatment reports.

Nov 2013 - Apr 2014

Associate UX Designer - Mullen Lowe

I collaborated with senior UX designers and creative technologists to generate user flows, ecosystems, site maps, and detailed wireframes for JetBlue and US Cellular campaigns.

CONTACT

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EDUCATION

SCAD - B.F.A. Graphic Design 2009

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METHODS

Design Thinking
Google Design Sprints
Design Systems
Agile & Scrum
Lean UX
Heuristic Evaluations
Personas
Rapid Prototyping
Usability Testing
User Research

TOOLS

Sketch
Figma
Omnigraffle
Axure
Adobe Illustrator
Adobe Photoshop
Keynote
Google Docs
InVision
Zeplin
Abstract
Jira
Confluence
Slack
Pen & Paper

INTERESTS

Adventure Traveling
Food & Cooking
Photography
Camping & Hiking
Surfing
Sketching
Hobbyist Mechanic
Dogs 🐶