

SUMMARY

UX Product Designer | Team Mentor | User Advocate | Critical Thinker | Graphic Designer | Photographer

TECHNICAL SKILLS

UX/UI: A/B testing, prototyping, interviewing, public speaking, UI design, style guide development, illustration, code conversational

Technical: Adobe XD, Figma, InVision, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Webflow, SolidWorks, SketchUp, photography, videography

Soft Skills: Project management, planning, organization, mentoring, customer advocacy, efficient, task oriented

CURRENT ROLES

Product Designer (Industrial) | Covercraft

Denver, CO | 2014-present

Research, plan, design, prototype, and test soft-goods products for the automotive sector. Curate and maintain design library including style guides, sample materials and prototypes, diagrams, and production files. Train and mentor new hires.

Key Accomplishments: Established brand-wide style guide | Improved inter-departmental cross-communication methods | Reduced waste and improved efficiency by 25% through upgraded product documentation.

Professional Photographer | Self-Employed

Denver, CO / Rochester, NY / Philadelphia, PA | 2001-present

Published in books, magazines, and digital formats. Featured Exhibitor in Photographic Artists. Plan, shoot, and edit film and digital images of people, places, events, products, artwork.

RELEVANT EXPERIENCE

Graphic Designer | Consultant

Denver, CO / Rochester, NY | 2011-Present

Developed style guides, websites, page layouts, and graphic systems. Created illustrations, icons, branding, logos, and advertisements.

UI/UX Consultant | Scannx Inc.

Denver, CO / Rochester, NY | 2012-2016

Reviewed and improved existing user flows. Redesigned UI, color palette, graphics, and icons. Created style guides, illustrations, redlines. Facilitated handoff to development team.

UI Graphic Design Contractor | P.R.I.D.E. Marketing

Denver, CO | 2012

Updated company-hosted websites in CSS and HTML to match brand specifications.

UI Graphic Design Contractor | Xerox

Webster, NY | 2011

Designed and produced work-flow diagrams, screen mockups, graphics, and icons.

PROJECTS

Roasty Ghost Coffee virtual storefront | View mobile prototype in Figma: <http://bit.ly/3ctgR9F>

Summary: Researched and developed digital storefront for local coffee roaster start-up.

Roles: Production design, A/B testing, prototype mockups, style guide

Tools: Figma, Miro, Illustrator, Trello, Maze

Camp-O-Rama Mobile App | View Medium-Fidelity Prototype in Adobe XD: <http://adobe.ly/3tiUv1E>

Summary: Developed an app to help groups plan efficient and eco-friendly outdoor trips.

Roles: Product designer, wireframing, testing, style guides

Tools: Adobe XD, Adobe Illustrator, Adobe Photoshop, Figma, Google Docs, Google Forms, Google Sheets, InVision, Miro

Urban Peak Site Improvement | View prototype in Figma: <http://bit.ly/3rMlvWD>

Summary: Improved usability of their website to retain and increase volunteers at the organization.

Roles: Lead research planning, Style Guide development, and screen mocks

Tools: Figma, Google Docs, Google Sheets, Google Forms, Miro, Adobe Illustrator, Google Chrome DevTools

Brand Standards and Production Guide | Covercraft

Summary: Researched and designed a standardized product guide based on tribal-knowledge of over 4000 products.

Roles: User interviews with non-English speakers, page layouts, writing, digital illustrations, and icons.

Tools: Adobe InDesign, Adobe Illustrator, Adobe Photoshop



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ADDITIONAL EXPERIENCE

Customer service team lead in telecom industry

Rochester, NY | 6 years

Cinematographer/editor at film and broadcast industries

Rochester, NY / Philadelphia, PA | 3 years

EDUCATION

UXUI Bootcamp Certificate: University of Denver, Denver, CO — Graduated March 2021

Intensive 24-week-long boot camp dedicated to UX and UI processes and practices. Skills learned included planning and conducting user-centric design research, interviews, and testing; information architecture; wireframing; visual prototyping; style guides; and developer hand-off. Tools used included Figma, Adobe XD, and InVision.

AAS Graphic Design and Printing: Monroe Community College, Rochester, NY

Skills learned included sketching, typography, layout, color theory, presentation and critique. Tools used included Adobe InDesign, Illustrator, and Photoshop.

BFA TV and Film Production: DeSales University, Coopersburg, PA

Skills learned included planning and production, story-boarding, production design, direction, cinematography, studio and location lighting, and non-linear editing. Tools used included Adobe Premier, Final Cut Pro, Avid, Digital Video, and 16mm film.

ADDITIONAL ACCOMPLISHMENTS

Organizer and ride lead

Denver Bicycle Crew, 2017-present

AIGA CO Executive board member

Various roles, 2012-2019

Published Photographer

Various publications

Exhibiting Photographic Artist

Bethlehem House Gallery

Designer and Mechanic

Bikes Together, Denver 2012-2015

Rep. of the Year Award

PAETEC Customer Care Team

'Best Cinematography'

48 Hour Film Project '04

Eagle Scout Rank

Boy Scouts of America