

## Experience

### Senior Product Designer – Disney

Seattle, WA / Palm Springs, CA (Remote)

2021-Present

Leading product design and creative strategy for the Disney Cruise Line with ownership of the DCL Navigator App. Responsibilities include:

- Evangelized transition from Sketch to Figma across the organization including facilitating classes for executives and partners.
- Relationship builder and communicator to ease product lifecycle across creative, product, tech, research, copywriting and leadership partners.
- Leading strategy and feature ideation sessions and workshops.
- User flows and journeys, task mapping and other diagrammatic work to understand problem spaces and user needs.
- Design generation and refinement from wireframes to high-fidelity prototypes.
- Drive user testing lifecycle: session guide creation, test asset creation, analysis, synthesis, and top-level research findings to drive next designs.
- Run targeted design critique sessions to elicit design feedback.
- Presentation and evangelization of new solutions up to the VP level.
- Design system creation & maintenance for Disney Cruise Line digital products.

### Senior UX Designer – Blink UX

Seattle, WA

2018-Present

Driving strategy and interaction design on 2-6 month projects for clients including Google, Amazon, Microsoft, Dell, eBay, Oculus, REI, and more. Activities include:

- Consult on project scoping, business strategy, and content strategy.
- Solving complex enterprise problems across platforms, devices and services.
- Interview stakeholders to align on project expectations, hurdles and goals.
- Research synthesis, express findings through process and experience maps.
- Wide ideation and refinement of concepts and wireframes.
- Creating prototypes for usability testing.
- Creating motion studies to evangelize and inform implementation.
- Documentation and full design system specifications.

### UX Designer – BLAMO Corps

Seattle, WA

2017-2018

Led end-to-end product definition, framework design, wireframing, prototyping and engineering handoff for the Vans Family iOS app, KEXP iOS app & more.

Additional web, app-based, and physical product design. Prototyping, animation, industrial design, video production for clients such as Microsoft, Azure, Office, Skype, Zumiez, and plenty of startups.

## Education

### B.A. in Graphic Design

Central Washington University — 2014

## Specialties

Design Consulting & Strategy  
Interaction Design  
Information Architecture  
Prototyping  
Design Systems  
Research & Synthesis  
Animation & Video Production  
Presentation and Storytelling

## Tools

Figma  
Sketch  
InVision  
Flinto  
Webflow  
Adobe Suite  
Midjourney + ChatGPT

## Other Skills

Punctuality  
Flexibility  
Bike riding  
Dog social media management  
Grasp and mastery of tools  
Moral support  
Attention to detail  
Coffee brewing  
Cooking and baking  
Positivity

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