



Summary

Passionate about creating products that connect with humans to make their lives easier and more meaningful. Strives to place the user in the center of process and workflows. Values minimalism, honest feedback, strong opinions that are loosely held, diverse culture and deep team collaboration.

Brings a multidisciplinary background of visual design, product design, user experience and front-end design. My goal is to contribute to an interdisciplinary team to create beautiful and engaging experiences.

Principles

Do Good

Work accounts for the majority of our time here on earth. Let's build things right, for good purposes, treating people nicely along our journey.

Lead Softly

Show others what is possible by serving them. Help them to do the same.

People Over Process

Humans interacting with one another is more important than reducing communication with one another.

Create then Elaborate

Provide solid examples of your idea for others to experience. Avoid explanations that can confuse.

Listen and Learn

Progression can only happen when we listen to one another to understand first.

Education

The International Academy of Design & Technology
Chicago, IL

Associate of Applied Science

Computer Graphics
January 2001

Bachelor of Fine Arts

Multimedia Production and Design
December 2002

Skills

Professional

- ux research
- usability testing
- user personas
- wireframes
- interactive prototypes
- interaction & animation
- ui visual design
- illustration
- icon design
- style guides
- design systems
- product development lifecycle

Technical

- html and css engineering
- less and sass preprocessing
- basic javascript coding
- responsive design and development
- modular component engineering
- git and svn source control
- command line workflow
- node / grunt / gulp / npm

Tools & Apps

- adobe creative suite
- sketch
- axure
- invision
- principle
- atom / sublime editor
- iterm / terminal
- imageoptim
- keynote



Experience

Principal UX Designer

NextGen Healthcare - 02/2017 to Present - Remote

- Principal and manage a team consisting of over ten designers, researchers, and production artists.
- Evangelized user-centered design practices and values across the corporation.
- Managed workload of concepts, features, and triage between product, engineering, and design.
- Worked to translate product and overall strategy, insight (from customers, developers, partners, and users), analytics and executive direction into successful design direction, frameworks, prototypes, and product features.
- Created successful processes across hiring, onboarding, design collaboration and creation resulting in team efficiency and communication.

Accomplishments

- The onboarding process I designed became standardized across the organization.
- Successfully implemented a Kanban workflow within the entire design team.
- Overhauled and redesigned UX team Confluence space.
- Directed and assisted in creating the company's first design language.

Sr. UX Designer, UX Design Manager

Tenable Network Security - 2016 - Remote

- Led a team of five that included UX designers, researcher, and analyst roles.
- Designed and integrated workflows and processes within and outside of the UX department.
- Managed workload of concepts, features, and triage between product, engineering, and design.
- Conducted weekly design collaboration reviews, and presentations from the design team.
- Presented executive level design concepts.
- Created the vision for a user-centric company culture.

Accomplishments

- Promoted to the UX Design Manager position and created the vision for a user-centric culture.
- Successfully built and led a team of five that included designers, research and analyst roles.
- Jump-started the first research and usability testing processes resulting in a user and data-informed design methodology.
- Increase team efficiency by integrating agile-like processes and workflows.



Experience

UI/UX Designer & Front-End Designer

Bitovi - 05/2014 to 01/2015 - 06/2015 to 04/2016 - Remote

- Led and worked within client teams to conceptualize and design modern single-page applications.
- Created wireframes, interactive prototypes, and high-fidelity visual interface designs.
- Conducted user testing and feedback sessions.
- Engineer HTML/CSS/JS in the stack with developers.
- Designed and built Style Guides for clients.
- Contributed to internal open-source projects.

Accomplishments

- Directed design at Apple of “Nemo” the content management system behind all website properties. Resulting in an improved experience and increased workflow for the content teams.
- Design leader at Apple of “Scout” the analytics application for the wireless diagnostic division. Improved teams ability to investigate and narrow down issues faster and more efficiently.
- Helped to win Levi’s as a new client through proof of concept and stakeholder presentations. Led Levi’s design team on the overhaul of the existing cart and checkout systems into responsive single page application.

UI/UX Designer & Front-End Designer

Sierra Trading Post - 02/2012 to 02/2014

- Designed complex wireframes and interactive prototypes.
- Designed hi-fidelity comps based on prototypes.
- Designed and maintained icon library.
- Engineered HTML/CSS/JS directly in the stack with the development team.
- Served as the bridge between engineering and design.

Accomplishments

- Redesigned the web and mobile app versions of the product. Resulted in an increase in revenue, user satisfaction, and brand consistency.
- Created the company’s first style guide and design system allowing engineers to build prototypes and features faster than ever before.
- Overhauled website from static CSS to LESS. Helped engineer the LESS architecture, build, and deployment. Resulted in clean and organized styles that were scalable and easy to maintain.