

Product designer with ten years of experience in user experience design and research. Leads design projects with a keen eye for detail and a passion for quality. Classically trained as an interaction designer with the ability to take on additional roles as needed throughout the product lifecycle. Excellent communication skills across disciplines with developers, managers, customers, fellow designers and researchers.

SKILLS

Interaction & Visual design

Sketches
Mockups
Flow Diagrams
Specifications
Style Guides
Customer Journey Maps
Personas and Storyboards

Research

Follow-me-homes
Usability Testing (lab/remote)
Competitive Analysis & more
(based on project needs)

Prototyping (limited)

Xcode, GitHub, HTML & CSS
JavaScript & React
+ interested in learning more

Applications

Sketch, Balsamiq, Adobe Suite,
Axure (limited)
Wordpress (limited)

PLATFORMS

iOS (iPhone & iPad)
Android (Phone & Tablet)
Web (Responsive Design)

EDUCATION

Master's of HCI

Carnegie Mellon University,
Pittsburgh, PA
August 2006 | GPA: 3.87

Bachelor of Arts in Mathematical Computer Science & Spanish, Art Minor

Saint Mary's University, Winona, MN
Magna Cum Laude,
May 2005 | GPA: 3.842

Study Abroad Semester in Spain,

Center for Cross Cultural Studies,
Seville, Spain
Spring 2004 | GPA: 4.0

PROJECT EXPERIENCE

Senior Product Designer, mPath

Apr 2014 - Present, Palo Alto, CA

At mPath I wear many hats – interaction designer, visual designer, customer project lead, researcher, quality tester, project manager, and sometimes developer. Primarily I lead the design for our Studio and Web Client products, with occasional design work for Android, iOS and marketing.

- Conduct research with both current and potential customers.
- Design new features through sketches, flow diagrams, and mocks.
- Drive design reviews across engineering, design, and product teams.
- Develop visual design skills by owning visuals for each design (excluding icons).
- Participate in engineering discussions for new and changing features.
- Lead multiple customer projects. Define app requirements, build apps, gather feedback.
- Co-lead QA efforts across the platform. Test branches, smoke test release builds, log bugs.

Principal Interaction Designer, Intuit

Aug 2012 - Apr 2014, Menlo Park, CA

- Design lead for the redesign of the iPhone, Android Phone, and online bill pay experiences.
- Creator and manager of an interactive mobile branding tool for 500+ Financial Institutions.
- Worked with agile development teams locally and remote in both the US and India.

Senior Mobile Interaction Designer, Intuit

Aug 2009 - Jul 2012, Mountain View, CA

- Design lead for v1 launch of the iOS/Android app suite for Intuit's Financial Institution Division.
- Prototyped phone and tablet designs for interactive usability testing.
- Guided multiple cross-functional/multi-site development teams to bring designs to fruition.

User Experience Designer, Intuit

Sep 2006 - Jul 2009, Mountain View, CA

- Designed web-based online banking applications for users of 1400+ financial institutions.
- Ensured designs solved real customer needs through iterative user research and design.

Design Lead at Carnegie Mellon - for Google

Jan 2006 - Aug 2006, Pittsburgh, PA

- Conducted user centered research in the field of social networking.
- Lead design iterations and tests of prototypes for usability .

Research Lead at Carnegie Mellon - for Microsoft

Jan 2006 - Aug 2006, Pittsburgh, PA

- Innovated a next generation product for a ubiquitous high bandwidth world.
- Lead exploratory and generative research stages driving product creation.
- Designed and tested prototypes for usability on mobile and desktop platforms.

Graphic Designer, Freelance

Summer 2005, Winona, MN

- Designed an educational book for the historical Winona, MN photo collection.
- Restored and edited 19th century photographs included in the publication.

Research Intern, Graphics and Visualization Laboratory

Summer 2004, UC Santa Cruz

- Developed interactive map navigation software for the blind and visually impaired.
- Programmed a force feedback gaming mouse for tactile recognition of map properties.

OTHER EXPERIENCE

Volunteer, Dorothy Day House

2004, Rochester, MN

- Helped homeless individuals in need of community support.
- Designed structure of database software for volunteer and visitor record management.