

I design, build, and ship software products. I do user research, product strategy, low and high fidelity design, and write and ship front-end and back-end code. I lead by starting from first principles, facilitating conversations, extracting patterns into systems, driving product strategy, and empowering others around me.

Netlify

Head of Design
Jun – Dec 2018

I led design at Netlify where we worked to improve the software development workflow by providing the best way to host your websites and hook it up to powerful backend functionality. I was responsible for the Design Department, including managing and resourcing projects, coordinating and collaborating with other teams and department leads, individual contributor work (both product design and marketing design), and building team processes.

GitHub

Product Designer
Jun 2013 – Jun 2018

I led product design initiatives, performed user research, executed design work, and authored front-end and back-end code to build features for millions of daily users on GitHub.com.

- Prototyped experimental products with the Training Team
- Improved new user experience through user research and onboarding flow improvements
- Supported marketing and branding efforts as part of the Creative Department
- Led design on the User Growth team focusing on key impact areas for new user experience
- Led design for core workflow product features such as Code Review, Package Registry, and Checks

AppendTo

Visual Design Engineer
May 2012 – Jun 2013

Front end designer & developer doing web and product design, and HTML & CSS authoring. Served as Tech Lead on several projects. Worked for clients like TIME Magazine (responsive redesign of TIME.com), Zumba, Microsoft, Pearson, etc.

CURE International

Design Consultant
May – Dec 2012

Provided critical input to marketing initiatives, provided in-house training for new talent, and built a prototype of the CUREkids mobile application.

Principal Designer
Jul 2011 – May 2012

Owned all aspects of design for brand, web, software, and marketing campaigns. I also managed contract designers and helped build the internal team. I wrote most of the front end markup and styles for CURE.org, and worked on the backend (a Wordpress/PHP custom build).

Web & Graphic Designer
Sep 2009 – Jun 2011

As CURE's first in house designer I led and executed all aspects of web and marketing design with fundraising as it's chief goal.

HACC

Adjunct Professor
Mar 2008 – May 2012

Taught non-credit technology courses such as: Intro to Web Development, Photoshop, Illustrator, Computer Basics, Internet Basics, Intro to Digital Cameras, to continuing education students.

Consulting

Design Consultant
Aug 2004 – May 2016

Doing business as JAG Design Ideas, I've performed consulting services for a range of organizations such as NGOs, startups (StackOverflow, Papertrail), and agencies (andCulture). Services have included product design, front-end and back-end development, branding, and graphic design.

Founder

DevTees.com
2012 – Present

Dev Tees is a line of t-shirts for web developers. It was launched after two successful Kickstarter projects. I designed the products, built a shop to sell them, and managed the entire business from marketing to product fulfillment.

RemoteJobs.io
2012 – 2016

RemoteJobs.io was a job board and resume hosting site for remote job seekers and employers seeking remote employees. I built the application on Wordpress. Acquired by LiftUX in 2016.

Open Source

HospitalRun
Co-founder, 2012 – 2019

HospitalRun is an open source, offline first, Hospital Management System (HMS/EMR) started out of work at CURE International. I co-founded the project and was responsible for all of the initial user experience, CSS authoring, web and brand design.