

## Experience

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### Publicis Sapient

Experience Designer

October 2020 - Present

#### Verizon Gizmo

Collaborated on a multidisciplinary team with PMs, developers, and researchers to create wearable technology for children ages six to twelve years old.

#### Verizon Product Findability

Enhanced e-commerce experience on client website with iterative improvements to increase revenue. Audited client and competitors' e-commerce websites to pinpoint areas for improvement and growth.

#### Accessibility initiative

Led the creation of designer targetted accessibility checklists and a visual guide to make learning and considering accessibility easier.

### Skolem Technologies

Web Designer

March 2022 - June 2022

#### WalletConnect

Led developers to improve crypto wallet navigation, facilitate secure transactions, and improve bookkeeping.

#### Ethereum blockchain explorer

Directed the restructuring of information shown on page to facilitate faster navigation.

### NYU IT OTSS

UX/UI Designer

October 2017 - August 2020

#### Capital Projects Administration and Control System (CPACS)

Established and maintained a Material design inspired design system. Ensured designs complied with WCAG AA standards. Streamlined complex user flows with heavy business needs.

#### Packages

Digitalized manual paper-based bookkeeping system into an iPad application for NYU mailrooms.

#### WorkLink

Streamlined NYU's external facing contractor ticketing system.

## Design

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### Skills

Animation, Accessibility, Client strategy, Design systems, Designing for children, HTML + CSS, Motion design, Prototyping, Responsive web design, UI design, Usability testing, User experience auditing, User journeys, Wearable design, Wireframing

### Tools

Adobe After Effects, Adobe Illustrator, Adobe Photoshop, Axure, Figma, Framer X, Invision, Invision Studio, Sketch

## Education

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### New York University

Tandon School of Engineering

September 2016 - May 2020

#### Bachelor's of Science in Computer Science

Minor in Integrated Digital Media, Minor in Game Engineering, Magna Cum Laude