

Senior UX/UI Designer at vMOX creating a design system.

Experience.

vMOX / Sr. UX/UI Designer
May 2017 – Present

Formalized a team to deliver data intensive B2B experiences for multiple products. Delivered a unified set of guidelines, toolkits, and accessible components as a Design System. Developed and implemented a collaborative UX Research process.

Pillar Technology / User Experience Architect
Dec 2016 – May 2017

Partnered with client teams on UX transformation projects, combining user experience, technology and business requirements to meet business goals and create delightful, effective user interactions.

General Electric - Digital / Sr. UX Researcher
Jan 2015 – Dec 2016

Helped to create GE Digital's Startup Incubator, where I served as the UX subject matter expert helping GE make wise decisions on which projects to invest in and helping those product teams be successful.

General Electric - Aviation / UI Designer/Developer
May 2013– Jan 2015

Introduced Customer-Centered design methods while leading development of supplier management applications, which improved supplier relations by providing insight into supplier performance.

Booz Allen Hamilton / Software Engineering Consultant
May 2012– May 2013

Designed and built new full-stack features based on client feedback from show and tell meetings and focus group demos. Collaborated with quality assurance teams to debug and fix application errors.

Education.

Grand Valley State University
Bachelor of Science, May 2012
Computer Science

Achievements.

UX Certification from Nielsen Norman Group

General Electric RISE Leadership Program

Specialties.

User Research
Interaction Design
Information Architecture
Usability Testing
Rapid Prototyping
Web Design
Mobile Design

Tools.

Axure
Sketch
Invision
HTML & CSS
Javascript
Photoshop