

UX DESIGNER/DEVELOPER

UX Designer and Developer with multiple years of experience bridging the gap between design and technology. Skilled in design processes, including user flows, wireframes, and finalized comps. Proficient in building prototypes and developing production-ready user-centered interfaces optimized for usability, accessibility, and performance across devices. Recognized as a collaborative team member, effectively partnering with researchers, designers and engineers to achieve repeated successful product launches.

EXPERIENCE

Indeed, Inc. – UX Developer

OCTOBER 2018 - MAY 2024 / SEATTLE, WA

Collaborated with product teams, designers, product managers and engineers to implement visual interfaces, and act as an advocate for the Indeed Design Systems to ensure brand consistency.

- Led several new product features by creating software design documents, reviewing them with stakeholders, scoping and creating tickets, and managing them through completion under deadline.
- Built prototypes in collaboration with UX designers and researchers to present to users during research sessions to gather information on proposed new features.
- Developed and deployed production-ready code using React JS, Typescript, Emotion CSS, and Indeed's in-house component library.
- Implemented and maintained Chromatic within team repository pipeline to eliminate the need for manual visual regression testing and reduce the deployment time.
- Maintained team's Storybook code and other internal UI/X tools to promote quicker local development of UI components.
- Contributed design and code to Indeed's in-house component library for sharing across the company and maintain consistent UI design patterns.
- Led initiative to fix accessibility issues found in audit and closed out 100% of tickets within deadline to meet company compliance KPI, then extended my help to other teams for their audit issues.

Microsoft Teams – UX Engineer

MAY 2018 - AUGUST 2018 / BELLEVUE, WA

Provided UI development for the chat, meetings, and notes features within the Microsoft Teams product.

- Implemented the user interface utilizing HTML, SCSS, and AngularJS, enhancing user experience and application performance.
- Refined and perfected UI elements and layouts, ensuring a polished and cohesive final product.
- Created engaging micro-interactions and animations with CSS to enhance user experience and interface.
- Collaborated closely with designers and engineers to ensure seamless integration and alignment of project goals.
- Engaged in design review sessions with managers, researchers, and designers to refine and validate design concepts.

CORE SKILLS

Web App Design and Development, Design Systems Implementation, Web Animation, Prototyping, Cross-Browser Compatibility, Web Accessibility Standards, Team Leadership and Collaboration, Process Improvement

TECH SKILLS

APPLICATIONS

Figma, Sketch, InVision, Adobe Creative Cloud, Jira, Confluence, Microsoft Visual Studio Code, Cody AI, Git, GitHub, GitLab, Storybook, Chromatic,

CODING LANGUAGES

HTML5, CSS3 (SASS/SCSS/LESS), CSS in JS (Emotion), JavaScript, TypeScript, Jest

FRAMEWORKS

React JS, React Testing Library, Angular JS, Bootstrap, Underscore, D3.js, Greensock, NPM, Webpack

DESIGN

Whiteboarding, Wireframing, Interactive prototyping, High fidelity comps

ACCESSIBILITY

WCAG, Mac VoiceOver, JAWS, NVDA, Axe DevTools, Lighthouse, Performing site audits

RESEARCH

Heuristic evaluation, User research, Usability testing, A/B testing, Persona analysis, Comparative analysis

EXPERIENCE CONTINUED

Hitachi Vantara – UI/UX Designer

NOVEMBER 2016 - FEBRUARY 2018 / BELLEVUE, WA

Led the UI design, UX research, prototyping and contributed production UI code for data visualization in dashboards that monitor industrial machines equipped with sensors.

- Created and delivered comprehensive site maps, user flows, and wireframes to explore UX solutions and guide project development and enhance user experience.
- Produced interactive prototypes using Sketch, InVision, Bootstrap, and AngularJS to drive design validation and project iteration.
- Facilitated remote usability testing with prototypes to gather actionable user feedback and refine design solutions.
- Designed and presented high-fidelity prototypes to stakeholders, effectively communicating design concepts and securing project buy-in.
- Developed production-ready UI in coordination with engineers to release product which increased Hitachi stock by 17% and helped secure contract with Disney Parks.

Mixpo, Inc. – Front-End Developer

JANUARY 2014 - NOVEMBER 2016 / SEATTLE, WA

Provided design and development skills for corporate informational website, prototypes and a software platform that enables publishers to create and manage interactive advertising campaigns.

- Created UI and interactive features for enterprise-level software using HTML, SCSS, and AngularJS to move company platform to a newer tech stack.
- Developed and maintained a pattern library to ensure product consistency.
- Designed and created customizable widgets to add product value.

Mixpo, Inc. – Sr. Web Designer

FEBRUARY 2011 - JANUARY 2014 / SEATTLE, WA

- Developed and maintained CMS-driven websites, including public-facing informational sites to drive marketing and sales, and internal company tools to provide centralized resources for employees.
- Coordinated closely with design and marketing to ensure feasibility and estimates for deliverables.
- Designed and produced custom demos and prototypes for higher-end clients to provide deliverables that were beyond the capabilities of the software platform.

Sesame Communications, Inc. – Web Designer

AUGUST 2006 - FEBRUARY 2011 / SEATTLE, WA

- Design and develop full websites for clients. Process involved creating design comps, revising based on client feedback, then building and delivering completed product.
- Perform in close coordination with project managers while adhering to strict deadline metrics.
- Support in-house marketing initiatives, maintenance of proprietary tools, and design/development of new material for proprietary content.

EDUCATION

The Art Institute of Seattle, 2004

Associate of Applied Arts in Multimedia

Western Washington University, 1999

Bachelor of Arts in English