

Hello! I'm a User Experience Designer based in Portland, OR. I have a passion for creating and problem solving. I use creativity, logic, research, and communication to produce excellent human experiences with technology.

✓ SKILLS

USER EXPERIENCE & DESIGN

UX / UI DESIGN	
MOBILE DESIGN	••••
WEB DESIGN	••••
RESPONSIVE	••••
WIREFRAMING	••••
TYPOGRAPHY	
ADOBE CC	••••
GRID SYSTEMS	
PROTOTYPING	
IA	
USER RESEARCH	

TECHNICAL

HTML5	••••
SASS (CSS3)	••••
AGILE	••••
GIT	
JAVASCRIPT	••••

EXPERIENCE

UX Designer – Househappy.org November 2013 - July 2015, Portland, OR

- Apply user-centered design practices to create cohesive and intuitive experiences
- Deep cross team collaboration between design, development, and product
- Translate business requirements into storyboards, user journeys, task flows, sketches, wireframes, clickable prototypes, animations, interface guidelines / specifications, design standards/ patterns and into a finished product
- Regularly present wireframes, prototypes, and comps to stakeholders in a strategic and persuasive manner
- Develop designs that follow a clear and easy-to comprehend information hierarchy
- Develop interfaces with HTML/CSS and maintain a DRY code base
- Maintain styleguide and components

UX Designer – Freelance June 2013 - November 2013, New York, NY

- Translate design ideas into workable, cross compatible layouts using HTML/Scss
- Design and develop using responsive design best practices that allow for all end-user screen resolutions and device types
- Use a content first design process to create a compelling product

C HOBBIES

IMPROV ROCK CLIMBING HIKING **CAMPING** SKIING



FURTHER EDUCATION

Human-Centered Design: an Introduction

Coursera Verified Certificates

Input and Interaction

Coursera Verified Certificates

Design Principles: an Introduction

Coursera Verified Certificates

UX Research & Strategy

Design Lab

Content Strategy for

Professionals: Engaging

Audiences for Your Organization

Coursera Verified Certificates

UX Designer – Intstrux LLC March 2009 - June 2013, New York, NY

- Solidify project objectives and client/user needs
- Create wireframes, prototypes, and other necessary UX documents
- Create effective interaction designs
- Provide detailed design specifications, sample layout templates, and clearly annotated reference designs when handing over work for implementation by the technology teams or for clients
- Organize and solve for layout designs that encompass a variety of content types including text, icons, buttons, images, videos and corporate data
- Experience in multi-platform design from digital interfaces, mobile apps, touch screen sales apps, large-format presentation and kiosks
- Graphic Designer Media At Large May 2008 - March 2009, New York, NY
 - Designed logos, catalogs, film assets, and a variety of other graphic design solutions

m EDUCATION

 Virginia Commonwealth University Bachelors in Broadcast Journalism Minor in Creative Writing 2002 - 2007

