



“For more than a 5 years I've been building quietly on the principles that got me started –simplicity, collaborative thinking & hardwork.”

Skills

Design

Storyboarding

Wireframming

Prototyping

Design Systems

Visual Design

Interaction Design

Research

Interviews

A /B Testing

Usability Testing

Comparative Analysis

Survey Collection

Statistical Analysis

Development

HTML5

CSS & SASS

Bootstrap

Angular

Tools

Sketch

VScode

InVision

Flinito

Zeplin

John Carter

Product Designer // Creative Technologist // Forward Thinker

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ABOUT

As a Product Designer, I ship software using a Scaled Agile approach (SAFe certified) throughout cycles of ideation, prototyping, and user testing. The most valuable question I ask is “why” as I hone in on user needs and business requirements. In addition to product design, I have led the creation of P2’s Design System, and advised overall design direction for all of P2’s products. In my free time I enjoy fitness, friends, craft beer, and riding my bicycle.

Experience

10/2018 - Present Product Designer 

- Experience direction & design across all of RMS product offerings.
- Executing initial concepts, sketches, wireframes, design, a/b testing, user interviews, and user testing of RMS software applications.

01/2018 - 10/2018 Product Designer 

- Leading Product design across all of P2’s product offerings and helping manage and maintain the development of P2’s UI kit.
- Managing all aspects of P2’s Design System, Including building and maintaining all of P2’s artifacts in Invisions DSM.

03/2017 - 02/2018 UI/UX Engineer 

- Leading Member(Dev) Product design team and helping manage the company DSM creating a reuseable component library in Sketch.
- Maintained company repositories and version control using Git & GitHub, committing clean, reuseable code to client projects

02/2016 - 03/2017 UI/UX Engineer **Transition Powerfully**

- Ideating & white-boarding, with other UX design team members. Providing art direction creating styleguides and patterns libraries
- Create cohesive design deliverables, including wireframes and UI designs presented for clients, stake-holders, product & engineering teams.

01/2015 - 01/2016 UI/UX Engineer **Historically Modern Designs**


- Work closely with fellow designers, product managers, and engineers to identify opportunities and provide cross-departmental feedback.
- Collaborate with the design and product management teams to create work that complements strategic product direction.

01/2014 - 01/2015 UI/UX Engineer **Glendale Dental Designs**

- Conduct landscape and user research including data analysis, using Full Story and Google Analytics.
- Conducted useability testes, heuristic evaluations, audits and benchmarking on existing applications.


Education

2/2012-12/2014

 University of Colorado **B.A. International Business**

- Graduated with honors. 4.0 GPA
- Minor in Human- Computer Interaction

8/2017-Present

 **treehouse™**

- Angular Focus
- Human Centered Design / UX