



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

Skills

Design

Personas

Storyboarding

Wireframing

Prototyping

Design Systems

Visual Design

Interaction Design

Research

Interviews

A / B Testing

Usability Testing

Comparative Analysis

Contextual Inquiry

Survey Creation

Statistical Analysis

Development

HTML5

CSS3 & SASS

Bootstrap

Angular

Tools

Sketch

VScode

Invision

Flinto

Zeplin

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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

1/2018 - Present
Product Designer,  P2 Energy Solutions

- Leading Product design across all of P2's product offerings and helping manage and maintain the development of P2's UI kit.
- Executing initial concepts, wireframes, design, a/b testing, user interviews, and user testing of P2's applications.
- Collaborating with all teams involved in product development across the country. I am the main point of contact for engineers handling questions relating to all of our products UI.
- Managing all aspects of P2's Design System, Including building and maintaining all of P2's artifacts in Invisions DSM.

3/2017 - 2/2018
Product Designer,  Member(Dev)

- Leading Member(Dev) Product design team and helping manage the company DSM creating a reuseable component library in Sketch.
- Extensive user-research and client interviews, running A&B tests with various user samples across all products.
- Maintained company repositories and version control using Git & GitHub, committing clean, reuseable code to 50+ company projects.
- UI design using Sketch & created clickable prototypes in InVision & Flinto.
- Designed high fidelity Prototypes and wireframes for 35+ web and mobile applications.

2/2016 - 3/2017
Product Designer, Transition Powerfully

- Conduct user research and built out strong user personas based on user surveys, pain points and reoccurring themes.
- Ideating & white-boarding, with other UX design team members. Providing art direction creating styleguides and patterns.
- Create cohesive design deliverables, including wireframes and UI designs presented for clients, stake-holders, product & engineering teams.
- Build requirements documentation with other engineers and designers.
- Take a holistic approach to every project & guide the overall visual and experience design of the product.

1/2015 - 2/2016
Product Designer, Historically Modern Designs

- Work with product management to create and develop mock-ups to establish user interface direction and innovation.
- Collaborate with the Lead Product Designer, UX designers, Developers, and Product Managers to create new digital products and iterate on existing ones.
- 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.
- Take a holistic approach to every project & guide the overall visual and experience design of the product.

1/2014 - 1/2015
UI / UX Designer, Glendale dental Designs

- Conduct landscape and user research including data analysis, using Full Story and Google Analytics.
- Collaborate with the Lead UX designers, Developers, and Product Managers to create new, exciting experiences and iterate on existing features.
- Conducted useability testes, heuristic evaluations and benchmarking on applications.
- Collaborate with the design and product management teams to create work that complements strategic user experiences direction and focus.
- Create strong UI designs in sketch based of teh wireframes created by the UX team.

Education

2/2012 -12/2014.
University of Colorado Denver, B.A. International Business.

- Graduated with Honors. 4.0 GPA. Minor in Human Communication.

2017 - Present.
Treehouse, Software Engineering .

- Angular focus.
- Human Centered Design.

Certifications

CFL1
SAFe (Scaled Agile Framework)