

# Design Technologist at Amazon crafting the next generation of media-focused design systems.

## About

An experienced UX Designer bridging the gap between design and engineering. I'm passionate about creating simplicity and delight while enabling others to do the same.

## Education

BFA, George Mason University  
Computer Game Design

## Skills

I have expertise in design systems, front-end development, UX/UI design, prototyping, and wireframing.

- UX Design
- Interaction Design
- Design Systems
- Wireframing / Prototyping
- Figma
- Adobe Creative Suite
- HTML / CSS / JS
- React
- TypeScript
- Styled Components
- Storybook
- Git / Version control

## Experience

Amazon — Design Technologist — 2022 - Present

Led the design and technical development for the first games and entertainment Design System at Amazon Games. Created an extensible Design Token framework to automate scalable themes and elements for both designers and engineers. Designed and prototyped solutions for complex design and engineering problems with a focus on growth in cross-product and transmedia opportunities.

Established a designer and developer culture that actively collaborates and contributes to a distributed system.

Monster Worldwide — Sr UX Engineer — 2020 - 2022

Created and launched the multi-tenant Monster Design System used across Monster and Randstad products. Built and enhanced designs, documentation, and tokens for a collection of guidelines, tools, and accessible components. Optimized and improved designer and developer workflows enabling faster iteration and product features.

Modernized and transformed the Monster search platform and discovery services to simplify and enhance the process of job searching with a direct impact on job seekers, recruiters, and employers to match the right candidates to the right jobs.

Expression Networks — Sr UX Designer — 2020 - 2020

Launched a cross-product design system and component library to support rapid development workflows while ensuring consistency in user experience and design. Evaluated and iterated on designs and features to meet users' and customers' needs.

Cvent — Front End Software Engineer — 2019 - 2020

Built the design and technical implementation of the Carina Design System for web and mobile products at Cvent. Established guidelines, documentation, and best practices so designers and developers could collaborate and co-author the design system. Created a motion library and rapid prototyping tools.

iFit — Sr Front End Developer — 2016 - 2018

Modus Create — UI Engineer — 2014 - 2016

Timberlake (Naylor) — UI Designer — 2012 - 2014