

CONTACT

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EDUCATION

Flatiron School • 2020 UX/UI Design

Metropolitan State • 2015
University Denver
Athletic Training/Sports Med

PROJECT SKILLS

UI Design
Product Design
Client Management
Low to High Fidelity Design
Prototyping
Mobile Design
User Interviews
Usability Testing
Content Strategy

Confidential Client

Product Designer, Contract

October 2020 - Current

Contracted to build a responsive fitness training platfrom for an undisclosed client

- · Team of 2 designers working closely with developers
- · Conducting research, beginning wireframes, and taking the project through to high fidelity and client delivery

Digiline

Junior Product Designer, Freelance

July 2020 - August 2020

Designed 26 screens for Digiline's component library and editor web platform

- · Conducted competitive analysis, user interviews, and usability testing to guide the design direction
- · Led 6 client meetings over the course of the 4 week project
- · Took low-fidelity designs through to high-fidelity prototyping

Flatiron School User Interface Design Student

March 2020 - August 2020

Led 4 full-time projects over the course of 6 months, taking designs from early user research to high-fidelity designs

- · Conducted user research and applied it to visual designs
- · Drove responsive designs across desktop, tablet, and mobile devices
- · Built design systems for future design builds