

# Skills

#### Design

Sketch Adobe Suite InVision Balsamiq Powerpoint/Keynote Principle Sayspring (VUI)

## Data & Analytics

Google Analytics Mixpanel Google Sheets/Excel Twitter Analytics Facebook Ad Manager Optimizely Tableau

#### **UX Methods**

Contextual Design
Design Sprints
Heuristic Evaluation
Journey Maps
Survey Design
Card Sorting
Sketching
Service Blueprints
VR & AR Prototyping

## **Programming**

HTML5 & CSS3 JavaScript and JQuery Git & Github Command Line

### +Tinkered with

Node.js Jekyll Ruby/Sinatra Sqlite/Postgres Processing/P5.js Python web scraping

### Say hello

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# Education

Carnegie Mellon University Master of Human-Computer Interaction

**University of California, Santa Cruz** *Bachelor of Arts in Linguistics* Dean's List, University Honors, Russian specialization

# Experience

**Bloomberg L.P. (CMU Capstone Project)** Design Research Lead | 2017 Led design research with team & client to develop a web app to make stock charts accessible through auditory cues.

# Audiosear.ch UX Strategist | 2015-2016

Wireframed a suite of applications for a a podcast API from Pop Up Archive. Worked with the team's engineers to implement them. A/B tested features and product language.

## Pop Up Archive Content Strategist | 2014-2016

Created all branded content for user base of 2,000+ audio creators. Led user sessions including trainings and card-sorting with local radio and podcast community.

Sales and Marketing Intern | 2014

Researched market and built relationships with archives and media companies.

UCSC Linguistics Labs Research Assistant | 2010-2012

Ran research studies on dozens of participants using eye-tracking equipment.

# **Projects**

**CoPilot:** Mobile app for asthma care concept for Philips Service Designer Led service design research for CoPilot app providing asthma forecasts for kids.

## Toward Measuring Empathy in Virtual Reality UX Researcher

Conducted literature review of research methods for emotion data capture in VR resulting in the development of a new VR research protocol. Paper accepted to CHI PLAY 2017.

**BreathelO: Slackbot design and development** *Designer and Developer*Designed chatbot conversation flows and personality design and built a Ruby app for a chatbot to lead users through custom breathing exercises in Slack.