



## Experience

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### Senior Interaction Designer

**frog** • New York, NY

2024–Present

### Product Designer

**ZipRecruiter** • New York, NY

2023–2024 (1.5 yrs)

Designing innovative and complex solutions cross-functionally to enable and enhance Employee/Employer relations through the power of AI.

Led and launched large-scale B2B proactive sourcing product. Maintained and expanded design system, led workshops to influence organizational adoption.

### Interaction Designer

**frog** • Brooklyn, NY

2021–2023 (2 yrs)

Designing compelling and revenue-driving products and services in collaboration with design executives, developers, strategists and product managers.

Applying data-driven research methodologies and human-computer interaction design principles to lead the execution of useable, accessible, and profitable product experiences for diverse, big-name clients.

## Licenses & certifications

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### Behavioral Science Training

**frog** • 2020–Present

Leveraging all disciplines to centralize behavior as an outcome and science as a process.

### Enterprise Design Thinking Practitioner

**IBM** • 2020–Present

Applying design thinking to companies using tools and methods of collaboration, synthesis, design research, prototyping, and storytelling.

## Education

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### Certificate, UX/UI Design

**The University of Texas** • Austin, TX

2020–2021

Studying and practicing UX/UI design methodology, user-centric design research, design thinking, visual prototyping and wireframing, interface design, storyboarding, visual design theory, web prototyping with HTML5 and CSS, interaction design with JavaScript and jQuery.

### AA, Business Administration

**Austin Community College** • Austin, TX

2014–2017

Classes in business law, calculus, and computers.

Basics of managerial and financial accounting.

Basics of micro and macroeconomics.

## Skills

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- Understanding of user-centered design to craft intuitive and delightful experiences.
- Collaborating with design leaders, developers, and strategists to create end-to-end solutions.
- Managing multiple projects with data-driven approach to create and execute product visions.
- Participating and leading internal and external design reviews, critiques, and workshops.
- Working at various fidelities, from quick sketches to high resolution mockups and interactive prototypes.
- Developing comprehensive design guidelines to enable all stakeholders to expand and deploy solutions.
- Expert proficiency in design tools such as Figma, Sketch, Adobe Suite, Miro/Mural.
- Proficient in developer tools such as GitHub and Visual Studio Code.