



Experience

Senior Interaction Designer

frogDesign • 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

frogDesign • 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

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

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

- 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.