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Trinity College, Hartford, CT
B.A., Studio Arts - 2000

Honors in Studio Arts.
Fern D. Nye award for
outstanding achievement in
the area of graphic arts.

EXPERIENCE

Adobe 2020-Present

Director of Design

SEP 2024 - PRESENT

Leading the evolution of Spectrum 2 into an adaptive, cross-platform design system that balances expressive creativity with professional precision. Driving the development of a cohesive visual language for AI, including integrated workflows across Figma, React, and Swift components. Giving designers the structure and tools to raise the quality of their work and iterate rapidly on their creative ambitions.

Director of Design Systems Frame.io

SEP 2020 - AUG 2024

Led a multidisciplinary team of designers, engineers, motion specialists, and UX writers to create the Vapor design system. Was also responsible for ensuring a high bar across product design through our review and collaboration process. Vapor set the vision and direction for product design through a design-systems-first approach. Built an advanced token architecture with clear responsibility across global palettes, semantic tokens, and themes. Tightly coupled Figma components to JSON theme sources aligned with React and iOS naming, generating source-of-truth files to ensure accuracy and drive adoption across design and engineering. Contributed hands-on across design and engineering while setting long-term system strategy and maintaining a high craft bar. *Frame.io was acquired by Adobe (Oct 2021); I continue to support Vapor while leading Spectrum work.*

Twitch.tv, 2014-2020

Senior Director of Product Design

JAN 2018 - SEP 2020

Led end-to-end product design across Twitch's consumer and creator ecosystems, including a full product redesign alongside the 2019 rebrand. Partnered with Brand, company leadership, and external agencies on a year-long effort to unify product experience and brand expression. Oversaw the design of the native desktop streaming app and web based admin dashboard used daily by millions of streamers. Centralized a previously decentralized design organization into a collaborative team of 36, scaled leadership and contributor growth through hiring and development programs, and embedded accessibility as a foundational design-system principle.

Director of Design Systems

JAN 2017 - JAN 2018

Scaled the design system across web, mobile web, Android, iOS, and TV, delivering a cohesive brand experience. Evolved the CSS-based system into a React-first framework during a company-wide migration from Ember. Led the redesign of Twitch mobile apps, introducing a personalized, login-first experience. Built and managed a cross-functional team of 11 across design, engineering, motion, and copy.

Head of Core Product Design

JUN 2016 - JAN 2017

Led core product architecture and design framework for Twitch, setting direction across product design and systems. Oversaw a major navigation redesign that introduced persistent following mechanisms, contributing to ~50% of all five-minute plays. Consolidated legacy UI patterns into a unified CSS-based design system that enabled centralized upgrades and consistency at scale. Defined a system-level color architecture, including light and dark theming authored in HSL, with accessibility constraints embedded directly into components to ensure inclusive defaults across the product.

2000-2014

CBS Interactive - Creative Technical Director

DEC 2012 - DEC 2014

Led the full redesign and front-end rebuild of GameSpot.com. Designed a scalable pattern library supporting dozens of templates and major live events (E3, Game of the Year). These systems became foundations used across CBSi properties, including CNET.com. Managed a five-person front-end design team and guided planning for a fifteen-person engineering group. Partnered with design, engineering, and editorial leadership on major product decisions.

CBS Interactive - Art Director

MAR 2012 - DEC 2012

Directed the redesign of GiantBomb.com and ComicVine.com following CBS's acquisition of Whiskey Media. Key contributor to a full-stack rebuild including Twig-based templates, a custom CMS, a wiki platform, and integrated live chat/video. Co-developed the majority of templates and the SASS architecture. Led creation of a custom HTML5 video player supporting responsive, fullscreen, and pinned playback.

Whiskey Media - Senior Designer and Front-End Engineer

JAN 2011 - APR 2012

Designer and developer for GiantBomb.com, Tested.com, and ComicVine.com. Led redesign for the home pages of each site and conducted many large-scale efforts to increase viewers and paid memberships. Contributed to our Django templating, SASS framework and JS functions.

CNET Networks - Art Director

JUN 2010 - JAN 2011

Lead design on BNET.com. Contributed heavily to the redesign of ZDnet.com, and creation of CBSMoney-Watch.com. Was an essential bridge between product, design, and engineering teams by facilitating communication and cooperation from both creative and technical points of views.

CNET Networks - Senior Designer

JUL 2006 - MAY 2010

Partnered with the Art Director to design BNET.com. Designed UI across the product, including magazine-style layouts, infographics, and custom artwork. Built Flash-based interactive components fed by CMS XML data; created CSS prototypes and example layouts for engineering handoff.

NY Restaurant Insider - Art Director

FEB 2005 - JUL 2006

Co-owned and produced a monthly magazine for restaurant industry leaders. Owned design and production end-to-end. Published interviews with high-profile chefs including Anthony Bourdain, Gordon Ramsay, and Donatella Arpaia.

Business Edge Internet - Web/Print Designer & Web Developer

AUG 2000 - JUL 2006

Led design and front-end development for Business-Edge.com and client work across print and web. Helped build and integrate a custom CMS for internal and client use. Modernized the codebase from table-based layouts to standards-based CSS.