

## PROFILE

Driven product designer specializing in scalable design systems and bridging design and engineering to deliver user-centered solutions. Avid cyclist and snowboarder, inspired by outdoor adventures to build seamless, multi-platform systems that empower teams and enhance user experiences.

## EDUCATION

School of Visual Arts  
Bachelor of Fine Arts (B.F.A.)  
2009-2013

## SKILLS & TOOLS

Design Systems  
User Experience Design  
User Interaction Design  
Typography

HTML/CSS/SCSS  
Javascript / React

Figma  
Prototyping  
Usability Testing

## LANGUAGES

English  
Russian

## EXPERIENCE

### Staff Product Designer

SiriusXM

Remote / Denver, CO | Mar 2023 - Present

- Spearheaded the development of a robust component library and launched a brand-new design system, Atlas, from the ground up.
- Championed the adoption and integration of the design systems team within the design organization and cross-functional partner teams, enhancing collaboration and system visibility.
- Partnered with engineering teams to deliver high-quality, code-aligned components, ensuring parity between design and development outputs.
- Introduced innovative workflows and collaboration models, streamlining the integration of design systems across the organization.
- Led comprehensive documentation initiatives to guarantee the longevity and usability of design systems across teams.

### Staff Product Designer

Twitter

Remote / Denver, CO | Dec 2020 - Nov 2022

- Spearheaded the launch of Horizon, Twitter's design system component library, leading to 140% growth in adoption across 99 teams and 4.5mm insertions annually.
- Provided strategic guidance through weekly office hours and 1:1 sessions, onboarding designers and cross-functional teams to design systems.
- Implemented Twitter's new visual language across iOS, Android, and Web platforms, ensuring consistency for millions of daily active users.
- Introduced a headless documentation workflow, centralizing and improving discoverability and version control for design resources.
- Designed and developed bespoke Figma plugins, including linting tools and analytics features, enhancing the efficiency of design teams.
- Collaborated closely with engineering across platforms, fostering a culture of shared best practices and robust systems thinking.

### Staff Product Designer

Hearst

New York, NY | Oct 2014 - Dec 2020

- Built the foundation for a unified design system, equipping teams with tools for custom theming, typography scaling, and accessible components.
- Led the transition from Sketch to Figma, conducting training sessions to ensure seamless adoption across design and engineering teams.
- Designed and scaled MediaOS, a content platform adopted by 23 brands, reducing significant production costs while boosting traffic to all brands.
- Launched Mylo, a secure SSO platform for managing user preferences and subscriptions, streamlining customer interactions.