

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

- Developed and launched Atlas, SiriusXM's design system component library adopted by 29 teams, with support for web, iOS, Android, and TV platforms.

Advocated for the design systems team within the organization, improving visibility and fostering cross-functional collaboration.

Led design system office hours, providing guidance and resolving challenges to drive adoption and support for Atlas during its development and app launch.

- Partnered with engineering to deliver code-aligned components, ensuring consistency and seamless integration.

- 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

- Helped launching Horizon, Twitter's design system component library, driving 140% growth in adoption across 99 teams and 4.5mm insertions annually.

- Helped develop a strategy to empower feature teams to own and maintain their respective Product Component Libraries, enabling faster workflows and more tailored support from the design systems team.

- 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.