

# Creating efficient, intuitive experiences.

Mobile & Web Apps
user interviews, card
sorting, sketching, root
cause identification, scope
definition, research, paper
prototype, interaction representation,
error handling, testing, iteration,
clickable prototype.

Post-Its
Balsamiq
paper prototype
POPapp (mobile and web)
scissors and tape
pen and paper
Invision

Schedule and conduct user and stakeholder interviews. Incorporate results and insights. Conduct and present market research. Present and defend design decisions. Build, test, and refine prototypes of increasing fidelity.

#### (Re)Branding

stakeholder interviews,
user research, card sorting,
partner collaboration and
communication, client
communication, understanding a
project brief, time management, market
and competitive research, information
architecture, wireframing,
accessibility for non-standard
users, appropriate use of
design triggers.

Google Drive
Google Forms
group collaboration
Zurb.com design triggers
pen and paper
Omnigraffle
whiteboard
Invision

Coordinate
workload with
project partners. Set up
systems for sharing work
and schedules. Communicate
project status with clients and
stakeholders. Research, and
incorporate acessibility
and design triggers.

### Design & Develop

HTML, CSS, JavaScript, jquery, version control, security, documentation, code standards, troubleshooting, research, interviews, typography, layout, intuitive flow, grid systems, color palettes, mood boards, personal branding, write/refine/understand design specification documents, establish and maintain consistent messaging.

emacs
Notepad++
Google Drive
scissors and tape
pen and paper
Omnigraffle
whiteboard
Invision

Learn and implement standards for code. Document all code. Understand and synthesize color theory, typography, and grid systems. Utilize design and functional specification documents.

## General Assembly

San Francisco, CA
User Experience Design 2014

University of California, Berkeley

Berkeley, CA

Summer Mandarin Chinese intensive 2007

## University of St Andrews

Scotland

Semester abroad in Physics and CS 2006

## Bryn Mawr College

Bryn Mawr, PA
Bachelors degree in Physics
2003 - 2007

### Process Optimization

communication,
scope creep, setting
expectations, user research and
interviews, mockups, prototypes,
documentation, automation, business
best practices, physical and digital
organization, archiving, labeling,
teaching, training, standards and
principles of efficiency.

Axure
jsfiddle
Google Drive
Google Calendar
pen and paper
Omnigraffle
whiteboard
Invision

Review,
document, and
analyze current
business, manufacturing,
or production systems.
Discuss pain points and
bottlenecks. Implement and
document changes.
Check in with users
and stakeholders to
evaluate impact.

Production Assistant &
Design Consultant Oakland, CA
LoomGrown 2015

**Application/UX Designer** San Francisco, CA Public Utilites Comission 2015

**Visual/UX Designer** San Francisco, CA Department of Public Works 2014 - 2015

**Retail Interaction Designer** San Francisco, CA Other Machine Co. 2013 - 2014

**Quality Assurance Tester** San Francisco, CA Gree International, Inc. 2012 - 2013

**QA Process Consultant** Berkeley, CA Crater House 2012

Quality Assurance Tester/Lead San Francisco, CA Songbird 2009 - 2012 Reading sci-fi, fantasy, historical fiction, non-fiction, cultural history, linguistic analysis, science, poetry, etc. Sailing dinghies and keelboats. Climbing trees. Building big art. Making small art. Fixing mechanical problems. Dancing solo modern and partnered blues & lindy. Music. Art. Camping. Travel. Fire safety.