

Skills

User Interface Design  
User Research

Interaction Design  
Product Design

Prototyping  
UX Advocacy

LEADERSHIP

TECHNICAL

Mentorship  
Critique/Reviews  
Project Ownership  
Hiring/Growth

Figma  
Sketch  
Adobe Creative Suite

Design Systems  
HTML/CSS

Bloomfilter

UX Lead

2023

Sole UX/design team member for a SaaS startup in the software development life cycle space.

- End to end research, planning, and design on major features including financial planning and strategic initiatives, both of which make use of AI for forecasting.
- Partnered with product leadership to build high fidelity interactive prototypes for roadmap, sales and marketing efforts.
- Managed relationships and workload with contract resources for design and front-end development resulting in a basic design system and quicker iteration times.

Tanium

Senior UX Designer

2018-2023

I served as a core member of the UX team, with ownership over several major products and responsibility for a variety of early stage and internal projects.

- Served in leadership roles including direct mentorship, assisting in new hire onboarding, and creating/leading a UX champions group for engineers.
- Guided UX efforts for popular Patch and Deploy modules (>20m endpoints under management) through significant feature expansion, customer growth, and design improvements. As part of this role conceived, tested, and launched a major redesign of deployment form experiences.
- Initiated a project to brainstorm, design, test and launch a navigation redesign, leading a team with a graduate-level intern and a junior designer/researcher.
- Worked as design lead for new joint product partnership with Salesforce in the IT Service Management space. Leveraged both Tanium and SFDC design systems to launch ITSC product with cross functional team.

Coffee and Code

Design Lead

2014-2018

Led interface design and user experience work at a boutique software consulting firm. Managed projects from initial pitch through completion.

- Won over stakeholders at multiple companies by introducing data-driven design workflows to increase efficiency and enable smarter decisions.
- Leveraged expert research to build a usable therapy application for people with Alzheimers and dementia and their caregivers.
- Helped increase company revenue by 40% over a single year, and 70% over a two-year period.

Blue Frog Gaming

Art Director

2010-2014

Joined as the first creative team member, building interfaces and art for games. Hired and directly managed a team of 5 full time artists,

DigitalDay  
Creative Group

Interactive Designer

2007-2010

Created user-focused web designs and online marketing pieces for Fortune 1000 clients, primarily in the consumer packaged goods segment.

Professional  
Speaking

|  |                                    |                                    |
|--|------------------------------------|------------------------------------|
| <i>Design Feedback for Everyone</i>                |                                    |                                    |
| Flight Conference<br>Akron OH                      | Columbus Web Group<br>Columbus, OH | Stir Trek<br>Columbus OH           |
| <i>Personas/Empathy Mapping Workshop</i>           |                                    |                                    |
| Akron Women in Tech<br>Akron, OH                   | UX Akron<br>Kent, OH               |                                    |
| <i>No More Static Comps: Modern Design Process</i> |                                    |                                    |
| Codemash<br>Sandusky OH                            | Stir Trek<br>Columbus OH           | Rosetta Tech Talks<br>Cleveland OH |

Education

Bowling Green State University  
Bachelor of Science in Visual Communication, Minor in Marketing