

Skills	User Interface Design	UX Strategy	Prototyping
	User Research	Product Design	UX Advocacy
LEADERSHIP		TECHNICAL	
	Mentorship	Figma	Design Systems
	Critique/Reviews	Sketch	HTML/ CSS
	Project Ownership	Adobe Creative Suite	Agile Development

Bloomfilter

Product Design Lead

2023

Directed UX and design for a B2B SaaS startup in the software development space.

- Led end to end research, planning, and design for major AI-driven features in financial planning and strategic initiatives.
- Collaborated with product leadership to build high fidelity interactive prototypes for roadmap, sales and marketing efforts.
- Implemented a streamlined design system for the platform and digital brand, resulting in a 50% reduction in color palette size and a ~70% decrease in type styles for improved performance, consistency, and scalability.

Tanium

Senior UX Designer

2018-2023

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

- Worked as primary design resource for new joint product partnership with Salesforce in IT Service Management. Leveraged both Tanium and SFDC design systems to launch ITSC product in 6 months with a large cross functional team.
- Owned UX efforts for popular Patch and Deploy modules (>20m endpoints under management) through significant feature expansion, customer growth, and design improvements.
- 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.
- Served in leadership roles including direct mentorship, assisting in new hire onboarding, and creating/leading a UX champions group for ~25 engineers.

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

Education

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