

UX / UI DESIGNER at Designation in 2015 (Present)

- Responsible for creating innovative and interactive concepts to solve user centered problems
- Create personas, task flows, user journey maps, annotated wireframes and prototypes to develop and explain UX strategies.
- Design intuitive interfaces for both web and mobile

QUALITY ASSURANCE at Deep Silver Volition in 2014

- Identify critical flaws in the software performance that hinders the end user's experience
- Document defects in a bug database and effectively communicate how to reproduce issues to developers in a company of more than 200 employees
- Detect and report art imperfections such as alpha sorting, stretched textures, draw distance, and clipping

DIGITAL SIGNAGE CONTENT MANAGER at ATLAS in 2013

- Developed creative digital sign layouts and learned to implement new live data features and interactivity
- Schedule meetings with clients and discuss desired content and goals for their signs
- Document tasks on how to use Four Winds Interactive so that new employees have a reference on how to work the program

FREELANCE - MOBILE APP DESIGNER at NKS in 2012

- Designed the company's first mobile app to calculate stainless steel coil dimensions
- Self taught MobiOne app development software and programmed custom needs with JavaScript
- Tested app for correct functionality and design on both Android and iPhone

EDUCATION

University of Illinois at
Urbana-Champaign
B.A. in International Studies
(Focus in Technology)
Minor in Informatics

Konan University, Japan
Intensive Language Program
Study Abroad

TOOLS

Adobe Illustrator CC
Adobe Photoshop CC
Axure RP
InVision
Pop
JavaScript
jQuery
HTML
CSS
3DS Max

SKILLS

User Experience
Interaction Design
User Interface Design
Problem Solving
Computer Coding
Prototyping
Research
Agile Methodology
Quality Assurance
Teamwork
Communication