

WORK HISTORY

Walmart

Sr. Product Designer / Sept 2020 – Nov 2024

Omni Experience Services Team

- Partnered with Product, Engineering and Business stakeholders across departments on multiple initiatives to increase customer engagement and profits.
- Led design of “Fitment” experience for native and web platforms within the Auto Care Center business – helping customers find tires and parts that fit their vehicle.
- Led design of Wireless customer facing and associate-facing applications within the Entertainment business – helping customers easily purchase a phone with a wireless plan.
- Contributed to mass overhaul of Walmart apps with the goal of unifying their grocery and online fulfillment experiences into a single application called “Glass”. Owned design for multiple feature teams with Search, Marketplace, and Comms.
- Collaborated with design peers to ensure all designs are usable, adhere to global system, and support accessibility.

Uber

Sr. Product Designer / Mar 2020 – Jun 2020 (*Contract*)

- Owned end-to-end design for new product features in Vehicle Supplier Portal. Created interactive dashboard where fleet owners could manage their business and analyze performance.
- Prototyped complex interactions using internal React JS framework and data viz library.
- Conducted remote user research to inform and validate design decisions based on interactive prototype.

Deloitte.
Digital

Sr. UX Engineer / Apr 2013 – Aug 2019

- Led UI/UX design for REI Snow Report iOS and Android apps.
- Defined and maintained responsive web style guides to create scalable design systems from re-usable UI components.
- Collaborated with UX team to design and develop prototypes of interactions as proof of concepts.
- Contributed additional UI design and Illustration to client pitches and internal projects; helping to win business contracts.
- Organized lunch and draw illustration events and musical jam nights with co-workers to foster creativity and collaboration.

EDUCATION

SUNY New Paltz

Bachelors in Design and Visual Communications
2002 – 2006

Majored in graphic design history, theory, and practice.
Concentration on interaction design and web standards.

SKILLS

- Accessibility
- Animation
- Design systems
- Front End Development
- Information Architecture
- Illustration
- Interaction Design
- Mobile Design
- Prototyping
- Responsive Web Design
- Sketching
- Storyboarding
- User Centered Design
- User Research
- Visual Design
- Wireframing

TOOLS

- Adobe
- Figma
- Jira
- Github
- Notion
- Sketch
- VS Code