



EXPERIENCE

TRUNK CLUB

2013 to present

PRODUCT DESIGN LEAD

Designing the vision and experience for Trunk Club members, focusing on a mobile first, data-driven strategy. Prototype, test, and analyze user experiences. Conduct user research and interviews. Design and develop the mobile and desktop interfaces.

MADE MOVEMENT

2012 to 2013

DESIGNER

Helped launch the ad agency and build out the digital team. Designed and developed prototypes, user-experiences, and interfaces for client projects, campaigns, websites and mobile apps.

Clients: New Belgium Brewing, Seventh Generation, Fred Water

FREELANCE

2011 to present

DESIGNER, RECURLY (startup)

Designed user-experiences for their product interface.

DESIGNER, CONTENTLY (startup)

Explored an alternative user-interface for their website.

DESIGNER, EYES AND EARS ENTERTAINMENT

Designed and developed web campaigns for bands and musicians.

EDUCATION

BOULDER DIGITAL WORKS

2011 to 2012

GRADUATE, DESIGN

Took courses in interaction and user experience design, front-end and back-end development, strategy, and start-up leadership.

DEPAUL UNIVERSITY

2005 to 2009

UNDERGRADUATE, DESIGN

Took courses in design focusing on color, type and layout and business courses focusing on accounting, management, marketing and law.

SKILLS

DESIGN

Product Design
Interface Design
Experience Design

DEVELOPMENT

HTML5, CSS3, LESS
jQuery, Javascript
Rails, Backbone.js

AWARDS

DESIGN + DEVELOPMENT

x1 WEBBY winner
x2 WEBBY nominee
x1 Awwwards Site of the Day

DAN NELSON

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