

Summary

Purpose-driven and interdisciplinary UX designer with a proven history of creating evidence-based, user-centered solutions. Proficient in effectively facilitating workshops, conducting comprehensive user research, and extracting valuable insights to inform design choices. Skilled in crafting solutions that meet both user needs and business objectives, and adept at creating and maintaining design systems for consistency, efficiency, and scalability. A deep grasp of web technologies allows me to strategically design for optimal accessibility and performance. With a background as a collaborative musician, I excel in fostering communication and coordination with cross-functional teams to ensure impactful results.

Experience

Speaking of Science

UX Lead

Remote
November 2022 to Present

- Led client workshops and research-guided design processes, successfully coordinating and executing work across user research, information architecture, visual design, and interaction design to ensure alignment of user needs and business goals, resulting in on-time project delivery and positive client feedback.
- Implemented design systems in Figma, improving scalability and enhancing design consistency, resulting in reduced development time.
- Collaborated effectively with cross-functional teams, including developers, designers, project managers, copywriters, and clients.
- Mentored junior UX practitioners, resulting in high-quality deliverables and professional development.

UX Designer & Front-End Engineer

February 2021 to November 2022

- Contributed to designing and developing responsive healthcare websites and applications, emphasizing accessibility, simplicity, and usability.

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UX Strategist

Remote
February 2022 to September 2022

- Planned and facilitated client-focused discovery workshops, driving collaboration to uncover user needs and establish project goals.
- Conducted user research, including user interviews, usability testing, contextual inquiries, analytics analysis, competitive analysis, and A/B testing to inform design decisions.
- Developed human-centered artifacts such as personas, journey maps, sitemaps, wireframes, wireflows, and prototypes to test hypotheses and guide decision-making.
- Led interaction and visual design efforts across multiple projects, creating new components and interactive features for design systems.
- Performed heuristic evaluations and design quality assurance to maintain high standards of user experience, generating comprehensive reports and tracking action items through JIRA for timely completion.
- Collaborated extensively with developers, designers, strategists, project managers, and senior leadership, utilizing tools like Figma, Miro, Zoom, Slack, JIRA, Notion, and Google Workspace for seamless communication and project coordination.

Microsoft

Front-End Engineer & UX Designer

Bellevue, WA / remote
March 2017 to April 2021

- Spearheaded pixel-perfect front-end development of responsive, accessible marketing websites for high-visibility product releases and conferences, including Dynamics 365, Power BI, Power Apps, Power Automate, and Power Virtual Agents, reaching millions of customers.
- Collaborated with software engineers, product managers, and designers, providing feasibility feedback and cost-benefit analyses for new design patterns to ensure engineering practicality and design optimization.
- Designed and developed enhancements and components for a Microsoft design system, focusing on scalability, consistency, accessibility, and usability.
- Conducted heuristic evaluations and leveraged data-backed principles to provide UX best practice recommendations.

PitchBook Data

Web Development Engineer & UX Designer

Seattle, WA
September 2015 to March 2017

- Demonstrated end-to-end involvement in planning, user research, design, and development of multiple applications and interfaces, resulting in a 200% increase in relevant data acquisition for the company.
- Conceptualized, wireframed, designed, and developed an internal automation application that significantly enhanced employee task speed, leading to a 2,250% efficiency improvement.
- Collaborated extensively with machine learning engineers, software engineers, UX designers, product managers, and non-technical stakeholders.

Education

Maryland Institute College of Art

Master of Professional Studies, User Experience Design, 2020
4.0 / 4.0 GPA

Nielsen Norman Group

UX Master Certificate (UXMC), Interaction Design & UX Research Specialties, 2022
90 hours of interaction design and UX research coursework

General Assembly

User Experience Design, 2017
Part-time course consisting of 40 instructional hours

General Assembly

Web Development Immersive, 2015
Full-time course consisting of 480 instructional hours

Western Washington University

Bachelor of Arts, Music, 2014
3.56 / 4.0 GPA

Skills

UX DESIGN: interaction design, wireframing, prototyping, information architecture, visual design, UX writing, design thinking
UX RESEARCH: user interviews, usability testing, contextual inquiry studies, card sorting, tree testing, A/B testing
WEB: HTML5, CSS3, JavaScript, WordPress, SQL
TOOLS: Figma, ChatGPT, Sketch, FigJam, Miro, Adobe Photoshop, Notion, JIRA, Sublime Text, GitHub / version control, Google Workspace, Microsoft Office

Awards

Maryland Institute College of Arts
UX Design Thesis Award
December 2020