

Hello to the Valve Team,

Over ten years ago, I graduated with a degree in Graphic Design, but soon realized the world of design held a lot more than posters and banner ads. Since then, my design experiences and skillset have grown enormously. Below is a condensed version of my design journey so far.

As Creative Director of a small marketing agency, I was tasked with leading and completing every project that came through the door. This meant creating and building client projects from ideation to launch to continued support. And because we were small, it meant being efficient and resourceful. In my 6+ years I created multiple revenue generating services that stemmed from those ideals. One was a full-fledged support system that funneled and assigned client requests into our project management tool. The other was [designing and building a set of custom WordPress themes](#) our clients could choose from that drastically shortened dev time and cost.

As a Senior UX Designer I've [created](#) and [worked with](#) complex design systems, taken part in in-depth [user research](#) to inform prototypes, run [Design Thinking workshops](#) that help clients unlock ideas, and helped mentor younger designers (who also continually teach me a thing or two!). This has also meant working with larger, diverse teams and companies and navigating the roadblocks and egos that can get in the way of a great product.

And because for me design isn't just a career, but a hobby, I love to [experiment with ideas](#) I find interesting. This allows me to keep my skillset fresh and play around with design software and skills I might not otherwise have the opportunity to try out.

I truly believe my skillset and energy can bring an immense amount of value to current and future projects at Valve. If the team at Valve is interested I'd love to talk more.

Best,

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