ACCELDATA

May 2022 - Present - 2 yrs 1 mo Campbell, California, United States

Staff Product Designer

- Fostered strong partnerships with Product, Engineering, and Executive teams to develop new features and strategic initiatives.
- Specialized in learning detailed product requirements, validating assumptions through testing, and initiating the engineering process with scalable and reusable design solutions.
- Key areas of focus: UX Strategy and Roadmap, Prototyping, Design Thinking, Customer Interviews, Design System Implementation, Leadership in Product and Tech teams, and Public Advisory Contributions.

BOULEVARD LABS

Dec 2021 - May 2022 - 6 mo Los Angeles, California, United States

Staff Product Designer

- Spearheaded collaborative initiatives with Product and Engineering teams to ideate and launch innovative features, driving the strategic vision of digital product solutions.
- Conducted extensive user and product research to deeply understand market needs, leading to the design and implementation of tailored features that significantly enhanced user satisfaction and engagement.
- Played a pivotal role in streamlining the design/engineering process by introducing reusable and scalable design solutions, markedly reducing time-to-market for new product features.
- Developed and refined the design processes that improved cross-departmental workflow efficiency and productivity.
- Actively participated in prototyping and testing phases, utilizing Design Thinking methodologies to challenge assumptions and validate concepts with end-users, ensuring product developments aligned with customer needs.
- Contributed to the product leadership team by providing insightful, data-driven recommendations during strategic planning sessions, which influenced the long-term product roadmap and business goals.

DATAROBOT

Feb 2017 - Present - 4 yrs 9 mo Boston, Massachusetts, United States

Principal User Experience Designer

- Co-led the global product design organization, overseeing 15 designers across Core Platform and Service Applications.
- Hired, mentored, and guided user experience and visual designers, shaping the user experience design from concept through implementation across all platforms.
- Engineered significant team growth, evolving the product design team into a globally recognized, world-class organization.
- Strategized and executed major product mergers, integrating technical assets and design teams seamlessly into core products.
- Essential in scaling the company from 100 to nearly 2000 employees and increasing valuation from \$100 million to \$6.3 billion.

ORACLE • ENDECA

Mar 2014 - Feb 2017 - 2 yrs 11 mo Boston, Massachusetts, United States

Principal User Experience Designer

- Collaborated closely with Product teams to prototype, design, and deliver exceptional UI/UX through a lean design process.
- Designed sophisticated user experiences for data scientists, data engineers, and business analysts using wireframes, screen flows, and prototypes.
- Devised workflows that streamlined data exploration with novel search and visualization tactics.
- Created hybrid code/no-code user interfaces to configure user-defined transformations (data wrangling) for non-sophisticated users.

APTIMA, INC.

Jul 2010 - Feb 2014 - 3 yrs 8 mo Woburn, Massachusetts, United States

Senior User Experience Designer

- Designed multi-modal applications for a variety of R&D projects, focusing on innovative research that integrates industrial psychology with design.
- Pioneered novel approaches to information visualization, decision support systems, and sensory tools for DARPA projects.

Web Design/Developer

Lex Is More — Lexington, Massachusetts, United States Jun 2009 - Jun 2011, 2 yrs 1 mo

Designer

Colonial Times Magazine — Lexington, Massachusetts, United States Jul 2009 - Jun 2010 - 1 yr

Web Developer

TDS Metrocom — Madison, Wisconsin, United States Aug 2004 - Aug 2007, 3 yrs 1 mo

Owner/Creative Director

Design Cadence — Madison, Wisconsin, United States Mar 2000 - Aug 2004, 4 yrs 6 mo

EDUCATION

MASTERS, GRAPHIC DESIGN

2007 - 2010

New England School of Art & Design (Focus on Digital Technologies)

BFA, GRAPHIC DESIGN 1999-2003 University of Wisconsin