

## Experience

Oct 2016 - July 2017      **Bloc**, Design & Front- End Apprenticeship

- Developed deep knowledge of agile design processes and tools in a full-time project-based Mentorship program with a seasoned designer
- Produced 4 end-to-end projects designed around specific researched personas with user flows, wire frames, and high fidelity mockups
- Built effective, all encompassing brand identities
- Presented projects to the Bloc Program Director in formal reviews

Dec 2015 - March 2017      **Helpshift**, Customer Success Manager

- Owned a client portfolio of mobile gaming and e-commerce customers; sustained MRR growth of 8% on average
- Managed all product training initiatives and materials including webinars, newsletters and knowledge base content
- Developed industry-specific customer health metrics for the team to better forecast LTV, net churn and NPS scores
- Acted as a liaison between Sales and Product to create product implementation roadmaps specific to customer acquisition and growth

Oct 2013 - Dec 2015      **Lyft**, Voice of Customer Specialist

- Used page view and email deflection data to improve and maintain a high performing help center
- Led multiple on-site training workshops for outsourced customer support teams across the US
- Launched a live chat channel for a new Lost and Found feature
- Managed relationships with department vendors including Zendesk & Directly

## Education

Oct 2016 - July 2017      **Bloc.io**  
UX Design and Front-End Development

Aug 2009 - May 2013      **San Francisco State University**  
B.S, International Business

## Tools

Sketch, Illustrator, Framer, InvisionApp, Photoshop, Balsamiq, Principle, Github, UsabilityHub, HTML, CSS Javascript, jQuery

## Projects & Skillset

**Bake My Day:** Web design & UX for a food delivery service

- Ideation & Conceptual design
- Market research, user interviews and surveys to help scope out project requirements
- Developed brand identity & copy
- low & high-fidelity UI design

**Lendmate:** iOS app focused on renting unused items from peers

- Information Architecture
- User Stories, Personas and Interviews
- UI Design with Sketch
- Prototyping & User Testing with MarvelApp

**Keeper:** Web design and front-end for file-sharing application

- Followed user centered design process to create polished prototype
- Developed application using HTML, CSS and JS
- Moderated in-person & remote Usability Testing with users