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WHY I'M COOL

Client Facing Pro
Super Empathetic
Awesome Team Player
Insanely Detail Oriented
Serious[ly Funny]

QUIRKY. CREATIVE. FUN.

Austin-based designer that makes some of the dopest mobile apps, websites, and illustrations you've ever seen.

I love what I do and it shows in my work. Best part of all, I have fun while doing it. Every day I strive to make the lives of others easier and and more efficient, while putting a smile on their face. Let's make people happy together.

HOW'D I GET SO SMART?

THE IRON YARD

Aug 2015 - Nov 2015

3 Month Intensive Immersion Program

Course: User Interface Design

OKLAHOMA STATE UNIVERSITY

Aug 2008 - May 2011

Major: Human Dev & Family Science - Child & Family Services

Minor: International Studies

Clubs: Pi Beta Phi Sorority

MY TECH SKILLS

Adobe Illustrator Adobe Photoshop Sketch InVision

Mural ___

Trello HTML5/CSS

WHERE I'VE MADE MAGIC

JACKRABBIT MOBILE

May 2016 - Current

Product Designer

I lead design on projects from start to finish with tasks that include: mapping out product strategy, establishing information architecture, recruiting/conducting/documenting user interviews, participating in scrums, providing design critiques, and presenting to clients wireframes, mockups, and prototypes that I've created.

THE IRON YARD

Sep 2016 - Oct 2016

Kid's Academy Instructor

I taught a 6 week long kid's coding course to 30 children between the ages of 8-12 years old. I created a curriculum that infused teaching the fundamental practices of coding through using the program Scratch.

JACKRABBIT MOBILE

Feb 2016 - May 2016

Design Intern

I shadowed the CCO and lead designer to strengthen my skills and knowledge in iOS and Android UI/UX design, product strategy, and working in an Agile environment.

WHAT I LIVE FOR

iOS Design

Material Design

Product Strategy

User Research

Visual/Logo Design

Agile Environment