



## SUMMARY

I design with a user-centered, research-based approach. I operate with a growth mindset, drawing on a background in project management to inform business strategy in my work.

## UX PROJECTS

### Bloon – Cloud Storage Platform, Oct 2019

- Designed and branded a cloud storage app from inception to final product. Conducted extensive user research to define project scope.

### BusyBus – Mobile Transit App, Sept 2019

- As part of a student project, designed screens for the transit app BusyBus to help users plan around, and find, bus schedules.

### Bloc Jams – Music Player App, Dec 2019

- Programmed a JQuery-driven app from scratch for streaming music.

## WORK EXPERIENCE

### Managing Editor

Penguin Random House, 2013 – present (NYC)

- Project manage across design, editorial and production groups on over 100 titles per year
- Drive schedules, track budgets, and coordinate project deliverables on highly designed projects
- Lead quarterly “Spec & packaging” meetings with production & design to determine, then execute, project specs
- Facilitate communication across creative teams

### Managing Editorial Assistant

Macmillan Publishers, 2011 – 2013 (NYC)

- Built and helped integrate company-wide system for ordering book “galleys” within Excel

## EDUCATION

### Bloc/Thinkful, May 2019 – Feb 2020

UX/UI Design and Frontend Dev

### St. John’s University, Queens, NY

2011 – BA, English, 3.5 GPA

## SKILLS

- Product Design
- User-centered research
- Wireframing / prototyping
- Information Architecture
- UX writing
- Frontend literate (HTML/CSS/JS)
- Project management
- Cross-team communication

## TOOLS

- Adobe Creative Suite
- Figma (and Sketch)
- InVision
- Google Suite / Slack / Notion
- Pen & paper / whiteboard
- Webflow
- UsabilityHub

## CONFERENCES

### Config, Figma

Feb. 6 2020, San Francisco, CA