



## SUMMARY

Designer proficient in content design, information architecture, and visual design; foundation in project management, which informs business strategy and cross-functional collaboration in my process.

## WORK EXPERIENCE

### Senior Content Designer, July 2022 – present

#### Reforge (Remote), Nov. 2020 – present

- Own development and success of Reforge programs (including positioning, core program material, case studies, examples, and other supplemental information) in partnership with Strategy Leads and SMEs
- Lead designer for Reforge's Product Leadership and Data for PMs cohort-based programs
- Coach junior designers in their work

### Product Designer

#### Urality, June 2020 – present (Contract)

- Ongoing design work on the Urality product from research and ideation through hi-fi designs and QA

### Managing Editor

#### Penguin Random House, 2013 – 2020 (NYC)

- Project manage across design, editorial and production groups on over 100 titles per year

## PREVIOUS UX PROJECTS

### Runners who track – Fitness App

- A review and redesign of the major running apps on the market and how we can better serve the common runner's UX and pain points.

### Mise en Place – Cooking Recipe App

- Designed from bottom up a cooking app for curating recipes in the kitchen. Produced MVP and fully branded mobile solution.

## EDUCATION

### UX Writing Fundamentals, Nov. 2021

UX Content Collective

### Bloc/Thinkful, June 2019 - April 2020

UX/UI Design and Frontend Dev

### St. John's University, Queens, NY

2011 - BA, English, 3.5 GPA

## SKILLS

- Product Design
- Team process and documentation
- Visual Design
- Wireframing / Prototyping
- Information Architecture
- UX Writing
- Frontend Literate (HTML/CSS/JS)
- Cross-functional Collaboration

## TOOLS

- Figma / FigJam
- Adobe Creative Suite
- Google Suite / Slack / Notion
- Loom
- Asana
- Jira

## CONFERENCES

### CONFIG, Figma (attendee)

Feb. 6 2020, San Francisco, CA