



SUMMARY

I'm a Product Designer proficient in user research, information architecture, and visual design. I have experience in project management, which informs business strategy and collaboration in my process.

WORK EXPERIENCE

UX/UI Designer

Urality, June 2020 – present (contract)

- Design/Wireframe/Prototype customer and client experiences for the Urality product suite.

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
- Facilitate communication across creative teams

UX PROJECTS

Mise en Place – Cooking Recipe App

- Designed from ideation to hi-fi screens a cooking app for curating recipes in the kitchen. Produced MVP and fully branded mobile solution.

Bloon – Cloud Storage Platform

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

BusyBus – Mobile Transit App

- Designed screens for the transit app BusyBus to help users plan around, and find, bus schedules.

EDUCATION

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

- UX 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 / Marvel / Abstract
- Google Suite / Slack / Notion
- Pen & paper / whiteboard
- UsabilityHub
- Principle for Mac

CONFERENCES

CONFIG, Figma (attendee)

Feb. 6 2020, San Francisco, CA