



SUMMARY

Designer proficient in user research, information architecture, and visual design; previous experience in project management, which informs business strategy and collaboration in my process.

WORK EXPERIENCE

Content Designer

Reforge, 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 subject matter experts

UX/UI Designer

Urality, June 2020 – Dec 2020 (Contract)

- Designed and tested customer and client experiences for the Urality product suite

Managing Editor

Penguin Random House, 2013 – 2020 (NYC)

- Drove schedules, tracked budgets, and coordinated project deliverables on highly-designed projects

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

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/UI Design
- Content Strategy
- User-centered research
- Wireframing / Prototyping
- Information Architecture
- UX Writing
- Frontend literate (HTML/CSS/JS)
- Project Management

TOOLS

- Figma
- Adobe Creative Suite
- InVision / Marvel / Abstract
- Google Suite / Slack / Notion
- Pen & paper / whiteboard
- Notion
- Asana

CONFERENCES

CONFIG, Figma (attendee)

Feb. 6 2020, San Francisco, CA