



I'm a passionate **Creative Technologist** looking to make the next generation of digital products more **usable, accessible, and beautiful**.

## EXPERIENCE

### Creative Director/UX Lead

**Atlas** - January 2019 – Present

Worked as the head of UX for digital products. Conducted field studies with clients and was highly involved in all facets of the customer experience, including UX strategy, research, design, prototyping, and branding.

### Lead UX Designer (contract)

**Key Lime Interactive** - September 2018 – January 2019

Led a research initiative to design and validate Personas and Customer Journey Maps for StreetEasy, an online real estate listing service for the New York City market.

### UXR / UXD (contract)

**Bizly** - July 2018 - September 2018

Was brought into Bizly for a short term project to facilitate a design sprint using the Google Ventures model. Worked closely with the product and concierge teams to identify issues with their event booking experience, iterate on a solution, and validate that solution with real users.

### Usability Manager

**Marsh & McLennan Companies** - March 2015 – July 2018

Was responsible for the design and UX for the company-wide digital workspace, as well as several other employee-facing properties. Led numerous research initiatives and employed a variety of UX research methods, including quantitative, qualitative, behavioral, and self-reported.

## EDUCATION & CERTIFICATIONS

### University of South Carolina

**BA, Photography**

Class of 2011

### Nielsen Norman Group

**User Experience Certification**

Fall 2017

## TOOLS & PROFICIENCIES

Figma, Sketch, Adobe CC, Axure, InVision, Storybook, Styled Components, Design Ops, Moderated Usability Studies, Co Design, Card Sorting Studies, Information Architecture