



I aspire to create immersive, memorable, and delightful experiences, through user-centered design processes and iterative prototyping.

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## SKILLS

### SERVICES

Code Development  
Core Concept Development  
Information Architecture  
Interaction Design  
Service & Strategy Design  
User Research

### CAPABILITIES

Customer Journey Visualization  
Mobile Interface Design  
Paper & Interactive Prototypes  
Persona & Scenarios  
Requirements Gathering  
Responsive Web Design  
Service Blueprint Design  
Site Map & Architecture Design  
Sketching & Storyboarding  
Stakeholder Workshops  
Usability Testing  
User Journey & Flow Design  
Website & App, Design + Dev  
Wireframes & Flow Diagrams

## TOOLS

### CODE

HTML, CSS, SASS  
JS + JQuery  
Actionscript 3  
Processing, Max/MSP  
PHP, Ruby  
C#, C++, Java

### DESIGN

Axure, Balsamiq  
Adobe Creative Suite 6  
Microsoft Office

### GAME DEVELOPMENT

GameBryo Engine  
ScaleForm GfX 3  
WWise Sound Engine

### SOUND DESIGN

Ableton Live  
Propellerhead Reason

JUL 2012 +

### nurun

**Senior User Experience Architect** | Atlanta | Atlanta, GA

(In addition to similar responsibilities at Moxie)

- » Implemented an alternate responsive design project workflow & development lifecycle
- » Developed Interactive and responsive web app prototypes
- » Elicited and gather project and client requirements through client meetings
- » Nespresso, Assurant, Manheim, The Home Depot, General Electric, Peak10, Disney

OCT 2010 –  
JUL 2012

### Moxie

**User Experience Architect** | Atlanta Headquarters | Atlanta, GA

- » Established requirements and functionality through wireframes and documentation.
- » Explored design concepts through wireframes, paper, and functional prototypes.
- » Designed sitemaps, userflow, and wireframes to illustrate interactivity.
- » Participated in campaign conceptualizing and strategy and supported new business pitches.
- » Client projects include:
  - » **Cartoon Network Mobile:** Lead IA, interaction design, prototype development
  - » **Coca Cola Live Positively:** Information architecture, interaction design, QA
  - » **Pennington Seed:** Information architecture, interaction design
  - » **Pennington Seed Facebook Contest:** Information architecture & FB campaign design
  - » **Verizon Wireless:** Shopping path, campaigns, microsites, mobile, holiday sales & sponsorship campaigns, in-store displays & others: Information architecture, interaction design
  - » Other clients: BBC America, L'Oreal/Garnier, Autotrader, AMDRO, Nestea

MAY–AUG 2008

### Microsoft

**Program Manager Intern** | Visual Studio Team Foundation Server | Raleigh, NC

- » Managed an intern-developed shell extension feature for Team Foundation Server.
- » Designed, pitched, researched and wireframed a real-time collaboration coding feature.

MAY–AUG 2007

### University of Southern California

**Research Intern** | Integrated Media Systems Center | Los Angeles, CA

- » Created compelling real-time MIDI pattern generators and other sound tools in Max/MSP.

## EDUCATION

AUG 2009 –  
AUG 2010

### Carnegie Mellon University

Masters in Human–Computer Interaction | GPA: 3.79

### First Responder

**Technical Lead, Interface Designer, User Researcher** | General Dynamics Viz | Pittsburgh, PA

Project aimed at creating a real-time, unified collaboration and visualization tool for emergency response personnel and 911 response centers.

- » Performed user research, including methods such as interviews, contextual inquiries, directed storytelling with emergency personnel across all disciplines.
- » Developed ethnographic research material used to understand workflow and culture.
- » Designed and developed wireframes and rapid, iterative prototypes of collaboration tool, and designed and built webservice connecting our web app to GD's system.

### PG Connect

**Service Designer, User Researcher, Research Analyst** | Pittsburgh Post-Gazette | Pittsburgh, PA

A Service Design project aimed at engaging and increasing readership for the largest Pittsburgh newspaper, the Pittsburgh Post-Gazette.

- » Developed ethnographic user research tools and performed contextual research to explore and understand how locals consume news in various forms.
- » Synthesized, modeled and visualized user research data using various methods.
- » Developed conceptual models and visualizations to make sense of research data.

2004–2009

### University of Maryland, Baltimore County

B.S. in Computer Science; Game Development Track; minor in psychology | GPA: 3.45

• Fluent in English, Swedish, and Mandarin

• U.S. & Swedish (E.U.) Citizen

• Willing to relocate