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## Skills

User Interface & Experience Design, Graphic & Brand Design, Information Architecture

## Technologies Used

Adobe Creative Suite, Sketch, HTML + SCSS, React

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## Experience

BUGSNAG (1 YEAR, JULY 2015 - JULY 2016)

At Bugsnag, I was able to explore the intersection between design and engineering. Learning how to work with React and create useable prototypes was a great addition to my repitoire.

My favorite project was Settings 2.0. During that time, my main responsibilities were concepting art and creating the layout of the Settings page.

TWITCH (7 MONTHS, JULY 2014 - JAN 2015)

I worked for Twitch as a Brand Designer and handled advertisements, keynotes, global emoticons, and non-product web pages.

Working with TeeSpring for our collaborative campaign was my favorite project because it allowed me to increase the revenue of a lot of streamers that I personally respected.

COLLECTIVE RAY (1.5 YEARS, FEB 2013 - JULY 2014)

Collective Ray is a firm that has worked with companies like Adobe, Blackberry, Disqus, and many others.

My favorite project was working with Dr. Phil to create a false news reader application that actually alerts the police in case of danger.

LIVEFYRE (1.7 YEARS, AUGUST 2011 - FEBURARY 2013)

At Livefyre, I refreshed the product by creating brand new resources and functionality for the Comments platform. Creating a brand language for Comments 3 and StreamHub was my favorite project because it allowed me to feel out the brand and help redefine the purpose of the company