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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 explored the intersection of design and engineering. Learning how to create usable prototypes with React, Javascript, and SCSS was a great addition to my repertoire. My favorite project as a Bugsnag designer was working on Settings 2.0. During that time, my main responsibilities were managing concept art and the layout of the Settings page.

### TWITCH (7 MONTHS, JULY 2014 - JAN 2015)

While at Twitch, I updated graphics and non-product websites to wholly improve the visiting experience. I was tasked with creating graphics for e-mails, events, advertisements, and social media pages. I was also able to graphically illustrate collaborations with other companies. My favorite project on the Twitch team was assisting with the TeeSpring partnership. Another highlight was being able to broaden streamer opportunities and profiles by making a series of advertisements about the site's expanded functionality. Creating Chat Badges and a collection of Global Emoticons is just one example of how I was able to make my skillset more robust.

### 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.