

I am a Product Manager with a background encompassing print, web, photo, and event production. The transition from the creative world to Product Management grew out of an organic desire to merge my creative background with my growing passion for technology.

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SKILLS

Product Management: Agile / Lean Methodologies, Business Modeling, User Research, Customer Development, Personas & Storyboarding, Sketching, Wireframing & Prototyping, User Experience, Market Sizing, Risk & Comparative Analysis, Product Planning & Feature Prioritization, Product Pitching & Presentation

Design: Adobe Creative Cloud (Photoshop, InDesign, Illustrator, Lightroom, etc.), Design Thinking, Page Layout, Print Media, Photography

Technology: HTML, CSS, Basic JavaScript, OS X, Windows, Ubuntu / Debian

EXPERIENCE

General Assembly — Product Management Immersive Student

February 2016 - April 2016

- 5 projects broken into two week sprints.
- Built and prototyped an MVP for a collaborative music streaming app.
- Worked with a local start up to conduct market research and user testing of rapidly iterated prototypes.

Freelance Photography Consultant

April 2014 – January 2016

- Studio Management
- Print Media and Design
- Weddings and Event Photography

Fund Dreamer — Art Director Intern

September 2014 – November 2014

- Refactored website.
- Evaluated uptime issues.
- Devised and implemented transition to EC2.

EDUCATION

General Assembly — Product Management Immersive

February 2016 – April 2016 Part of the first 10 Week Product Management Immersive cohort in Santa Monica, California. 500+ hours of work.

Brooks Institute — Bachelor of Fine Arts In Professional Photography

August 2010 – April 2014
Studied commercial photography, studio management, set design, lighting, print media and design, and retouching.

INTERESTS

Music, skiing, beach towns, mountain towns, cooking, road trips, camping, reading, photography, and dogs.