

Summary

I'm a Senior Product Designer with over 8 years of experience designing tools that help people get things done. Whether that's finding the right hire, discovering local food, or reaching personal goals. I've led projects from early ideas to polished products, built AI-powered tools, and created design systems that help teams move faster and stay consistent. I care a lot about making things simple, useful, and well-documented so others can build on what's there. I work closely with cross-functional teams, and I'm always thinking about how design can drive real results.

- Experience
- Senior Product Designer

Mogul - New York, NY

2018 - Current

- Led the company's transition from a social platform to an AI-powered recruitment tool, applying product strategy and user experience design to create scalable, intuitive solutions
  - Designed the Mogul goal-setting app from the ground up, using design thinking to craft user flows, wireframes, and high-fidelity prototypes across mobile and web
  - Created and maintained the company's first design system, including UI components, and usage guidelines for cross-functional adoption
  - Produced internal documentation and process playbooks to support consistent design standards and smooth handoffs between design and engineering
  - Co-developed AI-driven sourcing tools that improved user engagement and enabled companies to search over 700 million profiles
  - Directed visual and interface design for Mogul X, the company's annual conference, and owned brand/marketing design across digital channels
- Cofounder

Aina - New York, NY

2020 - 2023

- Co-founded a digital platform to connect users with sustainable farms, designing for web and mobile to ensure a seamless user experience
  - Led branding, UX design, and responsive design architecture for a searchable database of 1,300+ farms
  - Turned user interviews into interface designs that improved usability and engagement
  - Drove 1M+ searches in 3 months with a user-friendly search and filter experience
  - Collaborated closely with developer to implement design systems and responsive design across devices
- Graphic Designer

Otus - Chicago, IL

2016 - 2018

- Designed marketing collateral and supported UI/UX team in improving design for user experience across the platform
  - Created digital and animated assets aligned with product design efforts and user interface design updates
  - Helped align storytelling with functionality, contributing to cross-functional design improvement initiatives
- Graphic Designer

Carnegie - New York, NY

2015 - 2016

- Developed print and digital collateral for product launches, supporting cohesive visual identity across digital platforms
  - Managed print production and ensured design fidelity from concept to final product

Education

Columbia College Chicago

Bachelor of Fine Arts (BFA), Graphic Design

Chicago, IL | 2009 -2013

Skills

UI/UX Design

Product Strategy

Design Systems

Prototyping

User Research

Visual Design

Figma

HTML

CSS