



## About

*I create scalable UX systems across software and hardware—defining patterns used portfolio-wide, and using prototyping + research to turn ideas into shipped products.*

*Named on 15 patents.*

## Education

### Carnegie Mellon University

*Aug 2007–May 2011 | Pittsburgh, PA*

Double Major: Industrial Design & Human-Computer Interaction, BFA

## Design Skills

Research, testing, & synthesis  
Design systems & standards  
Emerging-technology UX  
Design for accessibility  
Cross-functional leadership  
Code & hardware prototyping

## Tools

Figma  
Adobe CC  
Principal  
Framer (TypeScript)  
JavaScript & Python  
Jira / Confluence

## Employment

### Sonos, Senior UX Designer

*Nov 2017–Feb 2025 | Santa Barbara, CA*

Led UX for Move, Roam, and Era product lines. Prototyped, tested, and defined foundational, portfolio-wide interaction patterns for on-product UI, feedback, and behavioral logic.

### Microsoft – Windows Devices Group, UX Designer

*Aug 2011–Aug 2017 | Redmond, WA*

Developed, tested, and defined core patterns for Windows system UX across IoT, connectivity, device management, sound & media controls, and Settings.

### Daedalus, UX Designer

*Jun 2010–May 2011 | Pittsburgh, PA*

Part-time designer following a summer internship; contributed to app conceiving, UI design, and implementation for client projects.

## Consulting & Projects

### Arktos Technologies, Design Advisor

*Aug 2022–Present | New York, NY*

Developed UI for analysts to assess and act on financial insights

### Hooke Audio, Design Advisor

*Feb 2015–Aug 2020 | New York, NY*

Designed and advised across UX, Industrial, Graphic, and Packaging for mobile 3D-audio products.

### Spruce, Designer & Cofounder

*Aug 2012–Apr 2015 | Seattle, WA*

Designed and built a digital menu and display platform for restaurants and bars.

### Yore Design, Designer & Developer

*Aug 2012–Jan 2013 | Seattle, WA*

Designed, developed, and released an early third-party touch-first Windows app.