

ABOUT ME

I'm interested in approaching design with as much humanity and curiosity as I can muster. Design should be invisible, have a voice, and be delightful to use. Hold the BS, please and thank you.

I live in the borderlands of design and development by writing copy, hammering out code, getting into command line tools, and designing apps. I also constantly photograph things and occasionally make album art. This generalist way of thinking gives me a big toolbox that I'm always trying to grow because it helps me be the best I can be.

I Love Doing These

- Learning everything I can
- User experience design
- User interface design
- Prototyping

RECENT EXPERIENCE

2012 - Present

American City Business Journals

Senior Product Designer, Mobile

I plan, design and help build the best possible user experience with a mobile-first philosophy. Additionally, I help people in the company learn about mobile and why it's important.

- UI Design
- Prototyping and wireframing using Sketch, Flinto, and HTML

Position was formerly titled "Mobile Program Manager & Mobile Evangelist." I was promoted after 3 months on the job.

2010

OGGIFINOGL/Collective

Creative Director

Remotely managed a team of designers in Seattle and in the Philippines. Responsibilities included creative direction for new types of ad units, team development, training and conceptualizing new advertising units for world-class brands. Acquired by Collective.

2011 - 2014

Invisible Interface

Founder

A mobile-focused studio creating the best user experience and interface design possible.

I help clients understand how to merge their business goals with good design whether it's for an iOS app or a responsive website.

I had the great pleasure of working with bands, entertainment personalities, and Fortune 100 companies.

2006-2011

Joshua Mauldin

Freelance Designer

I learned as much as I could about design by serving a variety of clients. My work included a voice-based startup, a type foundry, numerous bands, and small businesses.

REFERENCES

Bryan Zug

Director of Customer Experience,
UP Global

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Beth Copley

Training Manager, Apple, Inc.
bcopley@apple.com

EDUCATION

2006

University of North Carolina at Charlotte

BA, Graphic Design

2005

Tooth & Nail Records, Asterik Studio

Design Intern