

UX/UI designer crafting human-oriented products and experiences that empower people and spark joy.

Experience

UX/UI Designer

Good Humans
Nov 2021 – Dec 2021

Conducted user & market research, led creative direction, crafted user flow, produced style guide, designed high-fidelity prototype for a questionnaire-based onboarding experience for a brand-new mobile app. In collaboration with Ironhack Paris.

Set Costumer

Film & TV Industry
Jan 2017 – Feb 2021

Safeguarded & implemented costume designer's vision while accounting for various on-set demands, ensured comfort & protection of principle cast, maintained costume continuity across nonsequential shooting schedule.

UI Designer

Apex Evaluation
Jan 2014 – Jul 2016

Redesigned survey reports & UI of iPad app, designed & built company websites with Squarespace & custom CSS, designed dashboard to view & manage responses from various surveys from multiple schools across district.

Education

Ironhack Paris

UX/UI Design Certificate
Sep 2021 – Dec 2021

Completed 5 projects in a 10-week intensive course teaching UX/UI Design.
Final project selected among cohort's **top 3** and presented live to a public audience.

Santa Fe University of Art & Design

Filmmaking
Jan 2013 – Dec 2013

Focus in Production: Direction.
Screenwriting, visual storytelling, aesthetic & composition principles, leading a team to achieve a shared vision.

University of New Mexico

Media Arts
Aug 2011 – May 2012

Focus in Film Production.
Art history & theory, genre conventions & evolution, digital & film photography.

Skills

Figma, Sketch, Adobe Creative Suite, InVision, HTML5, CSS3

User-Centered Design, UX Research, User Interviews, Affinity Diagramming, Information Architecture (IA), Usability (Heuristic) Evaluation, Wireframing, Prototyping, UI Design, Atomic Design, Interaction Design (IxD), Agile, Feature Prioritization, Lean UX, Handoff

Languages

English

Native

French

Intermediate