

## experience

### Senior Product Designer | The Washington Post Jul 2019 - Present

Leading design initiatives across several Arc Publishing platform teams through strategic planning, user research and requirements gathering, high-fidelity design, and user testing.

- Implementing an iterative and scalable design system to reduce day-to-day inefficiency
- Establishing a rigorous discovery and research process to better inform product pipelines
- Providing high fidelity designs and prototypes for implementation across platform teams

### UX Designer | ISL May 2018 - Jul 2019

Worked with Fortune 500 and non-profit clients such as Volkswagen, Capital One, Service Year, Monumental, and the International Rescue Committee to create user-centric digital solutions and help their teams adapt to the internet.

- Led discovery & research initiatives to influence personalized UX strategies
- Created user flows, wireframes, interactive prototypes, and finalized spec documents
- Presented UX strategies and rationales to clients, stakeholders, and internal project teams

### Product Designer | Fundrise Sep 2016 - Apr 2018

Worked with the in-house design, engineering, and investment teams to improve the user experience of the Fundrise investment platform.

- Led multiple product initiatives focused on the acquisition and retention of new users
- Created user flows, wireframes, interactive prototypes, and finalized spec documents
- Provided high-fidelity visual design for finalized product and marketing releases
- Established an ongoing usability testing structure and feedback channel implemented across all new product releases

### Senior Designer | Illustria Mar 2015 - Apr 2016

Collaborated with an in-house team of designers and developers, acting as design lead for a variety of digital and web based projects for over 30 unique clients.

- Gathered business requirements, conducted user research, and presented findings to team members and key stakeholders
- Provided high-fidelity visual design and branding consultation
- Trained and mentored new hires and junior level designers

### Front-end Designer | MAD Creative Sep 2014 - Mar 2015

### Graphic Designer | commonvision May 2013 - Dec 2014

## education

### UX Design Immersive

General Assembly | 2015

### B.F.A - Graphic Design

University of Maryland,  
Baltimore County | 2014

## expertise

User Research  
Wireframing  
Prototyping  
Information Architecture  
Usability Testing  
UI Design  
UI Animation & Microinteraction  
Visual Design  
Typography  
Branding  
Vector Illustration

## technical skills

Adobe Creative Suite  
Sketch  
Figma  
InVision / Studio  
JIRA / Trello  
GitHub  
AxureRP  
Keynote  
Principle  
Framer / FramerX  
HTML5 / CSS3  
React / JS  
iOS Human Interface Guidelines  
Android Design Guidelines

