

/ ABOUT

I'm an experienced designer with an unrelenting attention to detail, a high bar for design craft, and a mind for systems, strategy, and process. I'm passionate about shipping useful and beautiful software experiences.

/ EDUCATION

Master's of Human-Computer Interaction + Design

University of Washington, Seattle

Interdisciplinary Computing + the Arts

University of California, San Diego

/ SIDE PROJECTS

theinterviewkit.com

Comprehensive interview guide for early-career product designers; written, designed & coded from scratch.

figma.com/@oe

Publishing free, open-source design files and educational material on Figma Community – 15k+ downloads in the last year.

/ SKILLS

Accessibility	Interaction design
Animation & motion	Prototyping
Design systems	UI design
Front-end development	User research
Illustration & icons	Visual & graphic design
Native iOS patterns	Web design

/ TOOLS

Adobe Suite
Cinema 4D
Figma
HTML, CSS, JS
Sketch
VS Code

/ OBSESSED WITH

80's music
Good BBQ
Photography
Thrifting
Typography
Yoga

/ WORK EXPERIENCE

Senior Product Designer I → II, Design Systems

Handshake – Seattle, WA

Since 2022

- Led design for a number of high-impact projects, including on an AI product tiger team, redesigning the student job application flow, and envisioning the future of the jobs experience on Handshake.
- Matured the design systems team by implementing new processes for versioning & contributions, raising the visual/ interaction quality bar of systems components & patterns, and improving designer & developer experiences through documentation + component library management.
- Led direction of the design systems & platform roadmaps, and facilitated systems contributions from design and engineering squads from across Handshake.

Product Designer II

Samsara – Seattle, WA

2021-2022

- Led research, ideation, feature alignment, and detailed design work for a project around enabling customers to score the road safety of their fleets; feature was adopted by ~60% of beta customers and ultimately rolled out to all fleets.
- Contributed multiple new system-level patterns and updated existing ones. Also initiated a design systems working group consisting of designers and engineers.

Product Designer I → II

Boundless Immigration – Seattle, WA

2019-2021

- Designed the first version of a customer dashboard to replace an email-driven experience; led to a ~30% drop in inbound customer emails over the first five months after launch.
- Owned the design systems and visual direction of multiple products; also established a UI library.

Additional experience

2019	Design Systems Designer (Contract), Collective Health
2018	Design Systems Intern, Collective Health
2017	Graphic Design & Animation Intern, NBCUniversal