

OVERVIEW

UX and Product Designer with 7+ years experience creating functional and innovative mobile and web apps. Currently, the UX and Product Manager of Mobile at Wave. I'm passionate about design, the intersection of technology and society, and products that make a positive, lasting impact.

SKILLS

Product Design	User Research	Sketching
Product Strategy	Design Leadership	Illustrator
User Experience	Wireframes	Photoshop
Interaction Design	Personas	OmniGraffle
Interface Design	Prototypes	HTML5/CSS3
Usability	Usability Testing	JavaScript

EXPERIENCE

UX & Product designer | **Wave**

July 2012 - Present

After establishing the mobile team at Wave, I've acted as the Product Manager of all mobile products. I'm responsible for the requirements gathering (market & user research), wireframing, prototyping, visual design, dev management, usability testing and product marketing for all of our mobile apps (iOS and Android).

I've designed and shipped Payroll by Wave (5 star rating), Receipts by Wave (4.5 star rating with multiple features in the Apple App Store), and Payments by Wave (in beta).

UX & Product designer | **Awareness**

July 2008 - January 2012

Acted as the lead product designer and front-end developer for all Awareness products, including the Conversation Dashboard, Social Insights Hub, and the Awareness Campaign Manager.

EDUCATION

Computer Programming, CPD | **Seneca College**

September 2005 - July 2007

B.Sc. (Biology) | **University of Waterloo**

September 1998 - December 2002