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To whom it may concern,

My professional work has all been under Non-Disclosure agreements so I do not have a grand public portfolio. Thus, I will use this letter to explain who I am and the breadth of experiences I've had.

I'm an oddball. I don't quite fit in with the design community nor do I quite fit in with the programming community. So I made my own community right in the middle where all are welcome (the only requirement is to like robots, whether you are building them or drawing them or admiring them). Cornell helped me do this by letting me split my engineering degree into two concentrations: Computer Science and Human-Computer Interaction.

My first year as a UX professional, I worked on a functional prototype that I built with HTML, CSS, and a splash of jQuery. During that time, Coverity had another designer who was my mentor. After a year, he moved onto another opportunity and I was left on my own to help Coverity design features for its flagship product, Coverity Connect (CC). CC is a enterprise web UI static analysis tool. Static analysis is a way to analyze your code without having to execute it. CC lets users view their code issues and lets them triage the results.

The next 3.5 years fast tracked me into learning a lot in a small amount of time. Coverity also got acquired by Synopsys. Being the only designer, I needed to learn as much about the products as possible to make as educated of a design decision as possible. I needed to learn how to establish a missing design workflow at my company (gathering requirements, establishing stakeholders, going through design reviews, gathering feedback, iterating, sharing knowledge, etc.). I needed to learn how to become efficient in my design work so that there would be enough time to share my designs across multiple teams (Management, Back-end, Front-end, QA, and Documentation) to make releases on time. I needed to learn to wireframe in a way that helped the Front-end team understand what they needed to build (hence my current effort to establish a Design System and Design Language at Synopsys). Since January 2016, I've been working full time on a new cloud-based solution that unifies code issues from various tools. These various tools come from different companies so I was tasked with designing a new product that unifies the experience for our customers.

My personal goal is to empower the people around me with knowledge to make educated decisions in their own work. Sharing knowledge is important for 1. building trust among teams and 2. distributing work more evenly by getting everyone on the same page. It's a lofty goal but one that I work on everyday.

I recently had a consultant describe UX Designers to Synopsys as "Problem Solvers." And that's precisely what I am - a Problem Solver.