

Experience

Felt Software · Jan 2020–Present

Co-founded and led product design for a user interface design tool. Partnered closely with engineering founder to ensure tooling was informed by real-world engineering requirements and Flutter's widget framework. Designed a framework for visualizing and configuring through tooling Flutter constructors and properties. Led the design and definition around Felt's Alpha and Beta macOS features. Built prototypes focusing on interaction and visual design for user testing.

Google Travel · Mar 2019–Jan 2020

Led visual design for the Hotel vertical, and contributed to the design framework. Partnered with horizontal system leads to update core UI to Google Material. Launched feature level multi-arm experiments, based on user research and business goals, aiming to make discovering and comparing hotels easier for users. Worked directly with product managers and front-end engineers to ensure quality and performance. Participated in user research for user testing in english and non-english speaking countries. Mentored designers on the product team to improve their visual design quality, and ensure consistency between system and product endeavours.

Google Material Design · May 2015–Mar 2019

Created a sustainable library of products, tools, demos, and documentation to significantly improve the way digital products are designed and built. Contributed to the definition of design guidance, and launch of Material Theming. Partnered with engineering to build out component libraries, prototypes and vignettes. Awarded patents ([US2021011690A1](#), [USD854031S1](#)) for contributions to components and design system tooling. Led weekly design system reviews with product teams to foster consistent use of the design system across Google. Led design reviews and demos with attendees at Google I/O in 2016 and 2018 to evangelized design at Google.

Outlier (The OutCast Agency) · Sep 2011–May 2015

Led visual design and UX for consumer and enterprise clients. Designed responsive marketing websites, brand integrations and identity development. Grew the agency's creative services department through new business efforts and internal training. Implemented processes to facilitate collaboration and streamline workflow across multidisciplinary teams. Mentored designers to improve their design quality, and ensure strategies delivered the best possible creative solution to clients.

John McNeil Studio · Dec 2013–Jun 2014

Collaborated alongside interaction designers to develop visual designs for cross-platform applications and responsive websites. Worked directly with front-end engineers to ensure quality and consistency. Partnered with art directors to develop visual identities and systems including iconographic designs, illustrations and logos.

Skills

Proficiencies

Visual design
User experience design
Design systems
Prototyping
Design sprints
User research
User centered design methods

Technical

Figma
Sketch
Principle
Adobe Creative Suite

Education

B.A. Urban Studies & Planning,
concentration in Urban Design
from SFSU.

Undergraduate exchange in
Urban Design from City
University of Hong Kong

Summer studio in Interior
Design from Pratt Institute