

Skill Set

Product Design
Data Visualization
Rapid Prototyping
User Research
Usability Testing

Mobile Application Design
Web & Responsive Design
Front-End Development
Agile Planning

Work Experience

WHOOOP

Jul 2016 - Present

Senior User Experience Designer

I lead product design initiatives for a fitness wearable product, which includes iOS, Android, and web applications. The product is designed for a wide variety of consumers, ranging from elite endurance athletes to professional NFL players/coaches. My goal is to make the product development process more objective by incorporating UX best practices. This includes establishing a set of user personas and design principles to create a more collaborative process. Features are brought to market with confidence by incorporating user research, team-wide ideation, prototyping, and usability testing. Most of my time is spent developing feature concepts and then iterating with executives, engineering stakeholders, and customers. I collaborate closely with a visual designer to produce high-fidelity designs and with development teams to charter a feature through implementation.

Infinio Systems

Feb 2013 - Jul 2016

Senior User Experience Designer

As the sole designer of an infrastructure software company, I championed, planned, and executed on all phases of the design process. I collaborated with executives, product managers, and technical managers to mold the product's initial vision and continued to evolve the product over several releases to market. My work here included everything from initial user research to high fidelity visual design. Most of my time involved iterating through design concepts, chartering designs through multiple development teams, and contributing to front-end development.

Verndale

Feb 2012 - Feb 2013

Information Architect

I lead the UX design for many responsive website projects. Projects included large scale marketing websites, customer portals, and advertising campaigns. I lead on-site and remote creative workshops with external teams to help shape requirements. While working with strategic and technical leaders I designed website IA and page layouts, as well as the interaction design for various features. In addition, I chartered the features, functionality, and usability of each project through the visual design and development phases. I also helped modernize the agency's UX offerings through making user research, persona design, and customer journey mapping a focus of client engagements.

**Work
Experience
cont.**

SeaChange International
User Experience Designer

Jun 2009 - Feb 2012

While working with a team of UX designers, I lead the UI design for several products, which focused on IT operations. This involved gathering requirements from customers via user research and prototyping design concepts for user testing and stakeholder feedback. In later design stages, I documented design specifications in great detail for remote development teams. I also contributed to a unified visual style guide and UI pattern library to inform the visual language of future products.

Education

Northeastern University
College of Computer and Information Science
Bachelor of Science, *cum laude*, Information Science and Business

2005 - 2010