

Product Designer inspired by platforms that enable creative people, driven by attention to detail, and fascinated by immersive experiences.

WORK EXPERIENCE

Shapeways

Interaction Designer
July 2013 - Dec. 2016

Full spectrum of experience design and front-end development for 3D tools, e-commerce, internal tools, site-wide navigation, community forums among other things.

Indiewalls

Freelance UI/UX Designer
July 2015 - present

Design for new experiences, improvements to existing ones, establishing interaction patterns, and consulting on product and experience strategy and best practices.

GameChanger

Product Designer
June 2012 - June 2013

Design of iOS and Android apps for scorekeeping and stat collection. Responsible for user research, usability testing, prototypes, as well as interface/interaction/visual design.

EDUCATION

Savannah College of Art & Design

B.F.A. - Graphic Design
Fall 2008 - Spring 2012

Four-year varsity lacrosse player, played in the 2010 World Championships for Wales, and helped start a screen-printing company while learning design. Found a love of typography, a respect for simplicity, how to give and take a proper design critique, and how to meet a deadline.

EXPERTISE

UX/UI, HTML/SCSS, visual design, prototypes, usability testing.

PORTFOLIO

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CONTACT

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