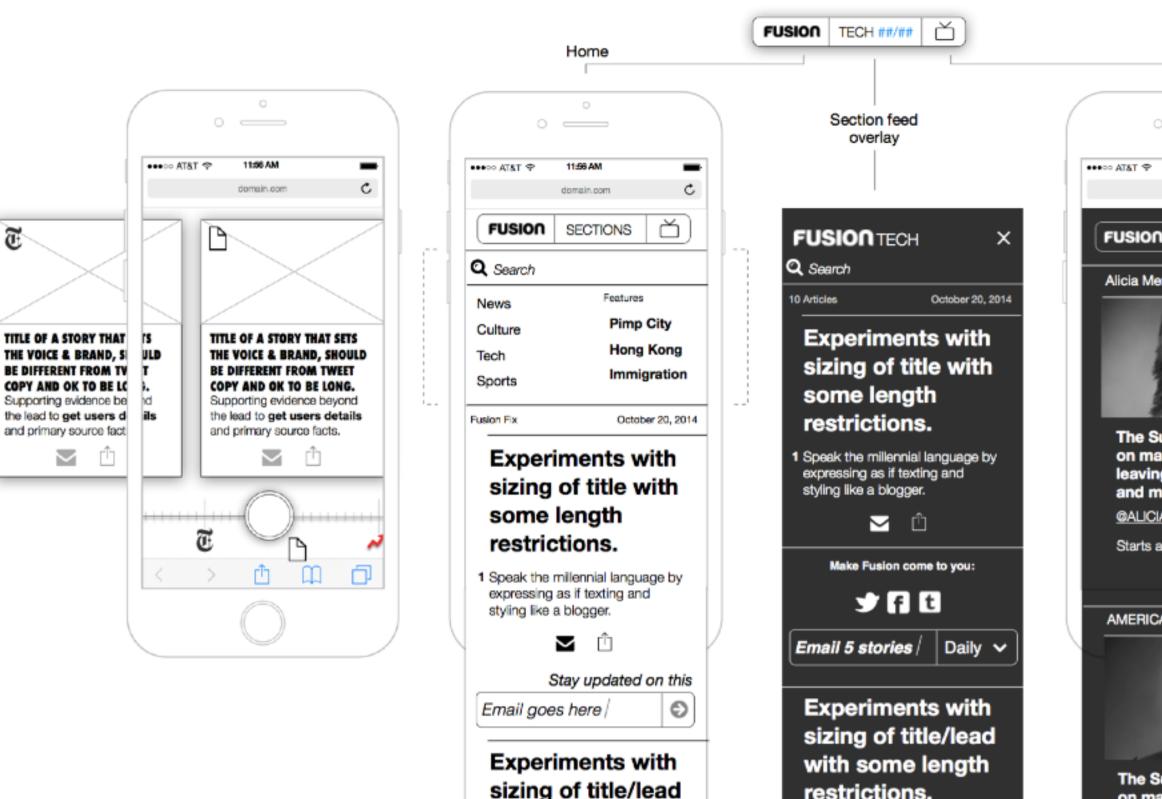
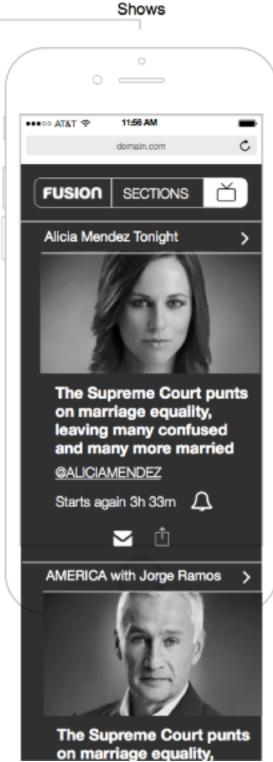
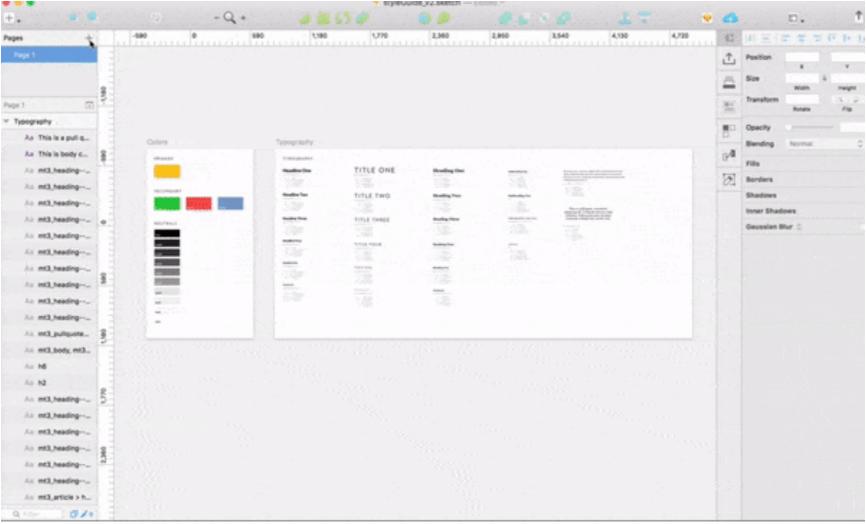
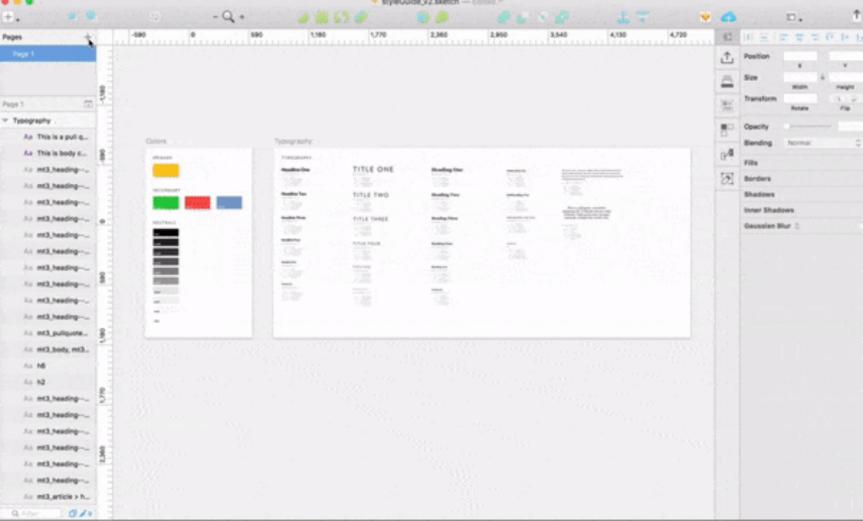
Raising fidelity with shared tooling





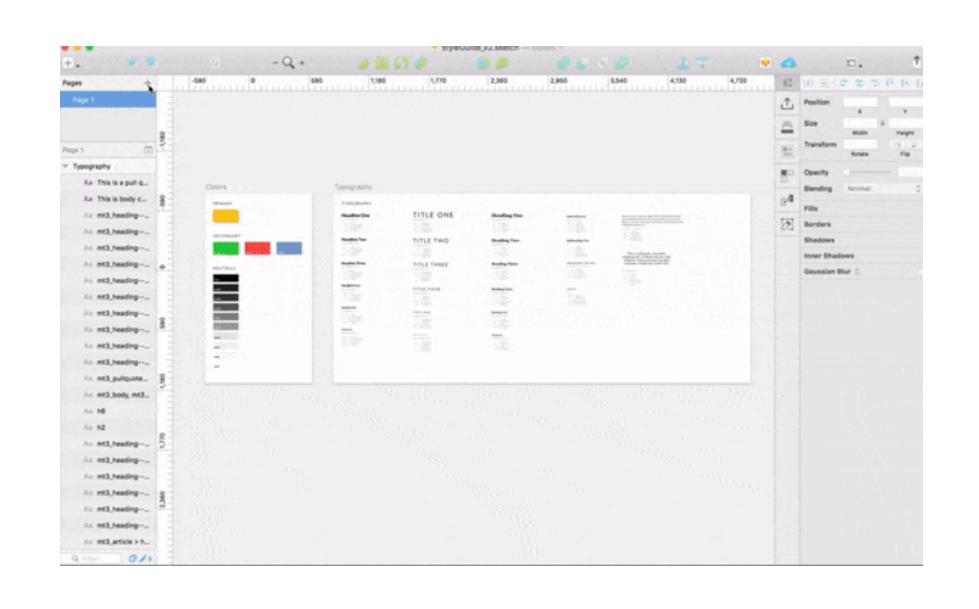
To begin at higher fidelities building out tools to make use of realized design systems speeds up ideation. These tools keep work consistent and help express abstract interactions quickly.

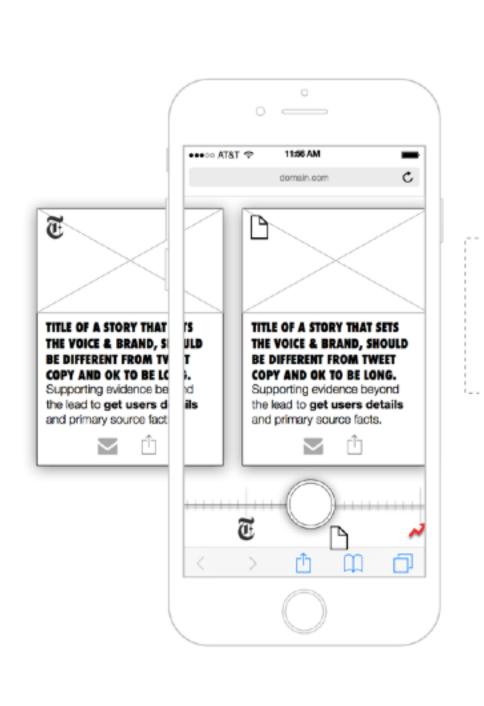


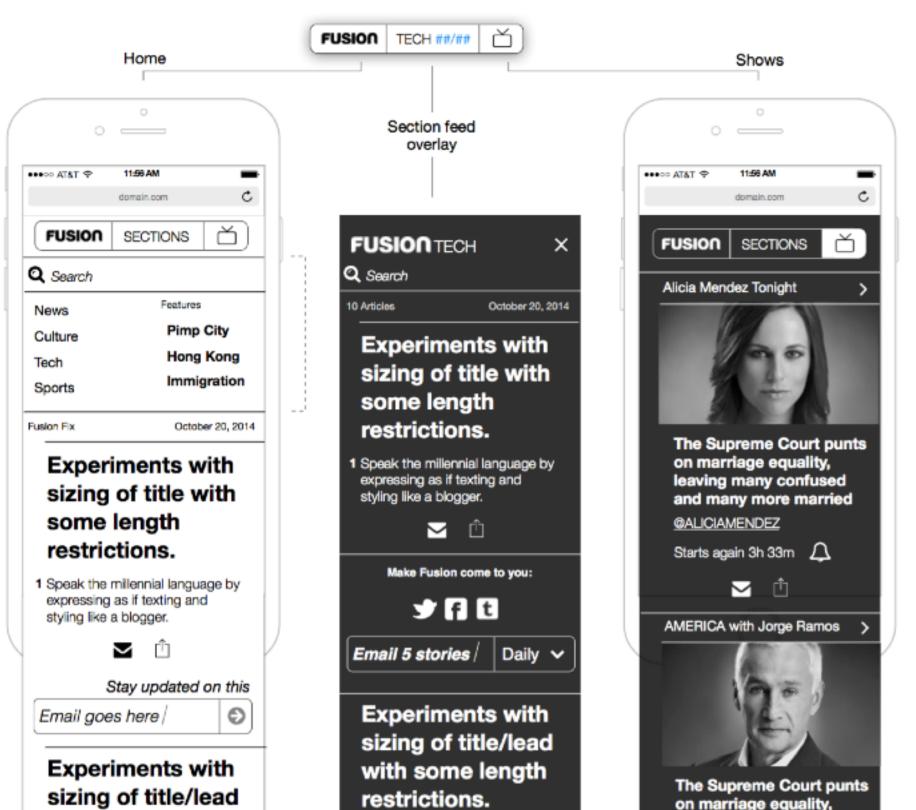


Raising fidelity with shared tooling

To begin at higher fidelities building out tools to make use of realized design systems speeds up ideation. These tools keep work consistent and help express abstract interactions quickly.







Prototyping new yet familiar interactions

My philosophy on tools, is to get creative with how low a fidelity one can to validate ideas. While consulting for the startup SavePal I heard "I want a SnapChat feel," from the founder. After prototyping a few versions I was able to move on to testing without pulling developers from crucial backend work.

