



EXPERIENCE

CNN - Staff Product Designer

October 2019 - Current

- Collaborate with Product and Engineering Leads on product roadmap and prioritization
- Identify, prioritize, and communicate design requirements
- B2B interaction design: driving & enhancing software workflow efficiency
- Data analytics research to uncover behavioral insights
- Collaboration with UX research team creating design artifacts
- Qualitative design research: concept validation & usability testing
- Rapid prototyping, iterating, and refining design solutions
- Presenting design work to senior stakeholders and addressing feedback

Condé Nast - Senior Product Designer

June 2017 - October 2019

- Identify, prioritize, and communicate design requirements
- B2B interaction design: driving & enhancing software workflow efficiency
- Data analytics research to uncover behavioral insights
- Collaboration with UX research team creating design artifacts
- Qualitative design research: concept validation & usability testing
- Rapid prototyping, iterating, and refining design solutions
- Presenting design work to senior stakeholders and addressing feedback

Viacom - Product Designer

August 2016 - May 2017

- Design solutions for the MTV News editorial platform - Create high fidelity mock ups
- Define interaction animation details - Collaborate with UX Design on rapid prototyping
- Follow and extend existing brand guidelines for new experiences
- Create visual assets and specs for developers and engineers

Ivory Digital - UI/UX Designer

January 2016 - June 2016

- Creative and concept design direction for client projects
- Wireframes and high-fidelity mocks for desktop, tablet, and mobile
- Presentation direction for client projects with story arc for concepts
- Production management overseeing junior-level Visual & UX Designers
- QA testing and collaboration with development team

Visionweb - UI/UX Design Lead

December 2013 - November 2015

- Create lead-driven print and web advertisements
- Design and produce collateral for marketing distribution
- Conversion centered designs for landing pages and email campaigns
- User interface and experience design for company website
- Brand and style guide development and finalization

Growth Acceleration Partners - UI/UX Designer

September 2012 - September 2013

- User experience design for mobile apps and web
- User interface design with wireframes and live demos
- Assessing existing UI/UX designs and QA testing
- Artwork design and slicing assets for Android, Windows, and iOS

Trouble & Bass - Production Designer

August 2009 - September 2012

- User interface and experience design for web
- Marketing material design and distribution
- Webstore design and management
- Weekly newsletter design, development, and distribution



EDUCATION

The University of Texas at Austin | May 2009

Bachelor of Fine Arts in Design | Honors: Dean's Lust

SKILLS

DESIGN

Wireframes (High and Low Fidelity)
Prototyping
User Flows
Design Systems
User Research & Testing
User Interviews
Usability Principles
Market Research
Journey Mapping
Service Blueprinting
Responsive Design for Web and Mobile
Affinity Diagramming

DEVELOPMENT

HTML
CSS
Javascript
React
Vue