

WORK EXPERIENCE

Consultant, User Experience Research & Design — Intevity, New York May 2022 - April 2024

- Utilize agile discovery workshops and research to help clients align on strategy and produce deliverables that advocate for users while considering the client's needs.
- Experimented with project planning and communication, leading with a fresh perspective that transformed internal and external siloed teams into cross-functional ones.
- Lead multiple projects for the Department of Labor, coordinated with the internal team on strategy, generation, and lead client communications and design.
- Provided and presented design deliverables like sitemaps, wireframes, full-fidelity visual comps, and created their first atomic design system tailored to Department of Labor project requirements, as well as developing development specifications based on the design rationale.
- Strong understanding of the website design and development process, including understanding of UX best practices and design principles.

User Experience Designer — TAILORU Collective, New York October 2021 - May 2022

- Lead design for a variety of projects, including one-offs and retainers, providing accurate estimates, leading discovery and client/user research, and producing deliverables with minimal input from Principal Designers.
- Researched, analyzed, and presented insights for multiple companies (start-ups to Fortune 500) to help them understand how to meet audience goals, business objectives, and explore opportunities for user experience innovation.
- Facilitated internal design feedback meetings that led to design iterations that solved client/project goals in preparation for deliverable presentations.
- Formulated precise development specifications based on strategic design decisions, and created essential design deliverables such as sitemaps, wireframes, and full-fidelity visual comps.

UX/UI Designer — Lumos, New York May 2020 - November 2021

- Assisted the Lead designer in implementing a data-driven redesign by conducting thorough market research and user interviews to glean insights for Lumos, a medical tech company dedicated to regulating circadian rhythms.
- Researched market trends, conducted user interviews, and developed dependable solutions, coordinating input from the app data to program the light technology mask.
- Extracted actionable insights from user interviews and market research for clients through meticulous analysis and synthesis of qualitative and quantitative data sets.
- Crafted detailed development specifications aligned with strategic design decisions, while producing key design deliverables including sitemaps, wireframes, and full-fidelity visual comps for the startup.

PROJECTS

- **DOL** Collaborated with Stanford and AWS to design an AI search feature for medical documents that highlighted relevant words and phrases alleviating fatigue for claims examiners during their benefit reviews.
- **PANGEA** Utilized advanced Figma experience and coordinated with the development team to lead in design system development for a platform designed to democratize currency exchange for small businesses, Pangea.
- **PEARSON** Collaborated with Pearson and the Smithsonian to create a learning app gamifying scientific content and utilizing VR experiences to enhance vocabulary learning for students in and out of class.
- **DOL** Curated a pre-populated, editable dashboard converting the backend process of updating annual employee review standards to an intuitive and autonomous dashboard for administrators, shrinking task duration.

EDUCATION **Plattsburgh State University** BS Multimedia Journalism & Graphic Design **CUNY Tech** UX Design Certificate

SKILLS Project Management, User Research, Workshop Facilitation, UX Strategy, Prototyping, Information Architecture, Figma, Sketch, Miro, Wordpress, Self-starter, Independent Thinker, Adobe Creative Suite, Google Apps, Microsoft Products, Basic HTML/CSS, Responsive Design, Mobile Design, Accessibility Standards, Privacy/Security Standards