

DESIGN SKILLS

UI/UX, Website design, Digital Media, Layout, Art Direction, Environmental Design, Illustration, Branding, Photography, Animation, Photo Editing

TOOLS

Sketch, Zeplin, Principal, InVision, Marvel, Adobe Creative Suite (Illustrator, InDesign, Photoshop, After Effects, Premier Pro), Basecamp, Jira

VOLUNTEER EXPERIENCE

Member of Design Cohort & TA, February 2017 – Present
at 826CHI

Volunteer print design projects like Annual Reports and postcards, and an occasional T.A at weekend workshops.

Internal Mentorship Program, December 2018 – March 2019
at ParkWhiz

Using UX knowledge to mentor a coworker through an employee-run program.

AWARDS

GDUSA 2013 for *CreditUnions.com* Launch Campaign

GDUSA 2013 for 2013 Credit Union Directory

GDUSA 2013 for *Credit Union Strategy & Performance* Publication

PROFESSIONAL EXPERIENCE

UI Designer, July 2019 – Present at Motorola Solutions

Currently creating immersive web experiences focused on e-commerce, collaborating closely with UX and dev. Responsible for presenting designs to key stakeholders while working closely with product owners on requirements gathering, sprint planning, and identifying gaps. Heavily involved in the production of the organization's first global design system.

UI Designer, October 2017 – June 2019 at ParkWhiz

Was lead designer for the web team, created and improved site usability. Redesigned experiences across mobile apps (both iOS & AND). Created user interfaces for existing partnerships and designed concepts for potential partnerships. Worked closely with UX, research, and development teams on web, mobile, and platform experiences.

UI Designer, December 2016 – October 2017 at Walgreens

Key member of the features and functionality team for mobile and web. Used UX insight to improve existing interactions for Walgreens experiences. Worked closely with the development team in sprints to ensure design and UX quality from beginning to end of projects.

Product Designer, June 2015 – September 2016 at Clarity Consulting

Was lead designer on several projects for a range of clients. Delivered both UX research and UI on all projects. Created and presented prototypes user flows and interactions to stakeholders and clients. Worked closely with internal and external developers. Provided assets, specs, and ongoing design support during production.

Senior Print Designer, February 2012 – May 2015 at Callahan & Associates

Designed infographics, data visualization, wireframes, and email templates. Worked with in-house developer on site redesigns for Callahan software. Art director and sole designer for all in-house publications. Managed production process, schedules, and corresponded with printers. Established Callahan's brand, booth design, and collateral for events/exhibits. Lead and executed full marketing and branding campaigns.

Graphic Designer, July 2010 – February 2012 at FedScoop

Designed weekly infographics, email templates, and publication transportation ads. Solidified brand styles and created additional logos for subsidiary services. Created print and web collateral for company and sponsor events. Created presentations and slideshows on Keynote and Powerpoint.

EDUCATION

User Experience Design, November 2014 – February 2015
at General Assembly

Bachelor of Fine Arts, October 2007 – March 2011
at The Art Institute of Washington