

WORK EXPERIENCE

2021 - Present Senior UX Designer - Oracle

Working in collaboration with both public safety industry experts and former law enforcement professionals as well as our engineering and product teams to build and implement a suite of tools and software for first responders from the ground up. Conducting user research and testing, ideation and wireframing, prototyping and design documentation

2018 - 2021 Senior Product Designer - Sling TV, Dish

Responsible for establishing and maintaining design and usability standards for the Sling TV app across multiple devices. Providing documentation that supports clarity of usage and implementation across multiple teams. Leading group discussions with stakeholders to understand goals, requirements, user personas, and device adoption. Worked alongside designers, developers, project managers, and marketing analysts to prototype, test, analyze, retest and implement new features and UI improvements on various platforms.

2015 - 2018 UX Designer - Hook & Loop, Infor

Collaborated with other designers, developers, project managers, product owners and business analysts to update legacy software and come up with solutions for new products. Conducting user tests for existing customers, leading and participating in brainstorming sessions with stakeholders, affinity diagramming, wireframing, content strategy, prototyping software for cloud-based enterprise solutions.

2012 - 2015 Lead UX Designer - Plyfe Inc

Worked with the engineering team and game design team to strategize, create, design and style all key elements of the product and content management system (CMS). Established a design framework through wireframing, prototyping and implementing key UI components with CSS/HTML and Javascript.

2011 UX Design Intern - Luxurious Animals

Collaborated with both designers and developers on various projects both internal and client-based. Helped brainstorm, produce wireframes/flowcharts, design layouts and developed working prototypes.

EDUCATION

2007 - 2011 Rochester Institute of Technology - Rochester, NY

Bachelor of Fine Arts, New Media Design and Imaging
Minor: Art History

SOFTWARE

Sketch, Adobe Creative Suite, Omnigraffle, Hype, Axure, FramerJS, Silverback, Invision DSM, Adobe XD, Atom, Sourcetree, Sublime, Chrome Dev Tools

SKILLS

Wireframing, IA, User Research, Content Strategy, User Testing, OOUX, Prototyping, Process Flows, Affinity Diagramming, HTML/CSS, Javascript, Git

ACTIVITIES

RIT New Media Club

Mentor (2009 – 2011)
Office, Webmaster (2010 - 2011)