

Summary	User Interface Designer with a strong focus on user experience and prototyping. My passion for Psychology helps me empathize with the user to produce a delightful, cohesive design.
Skills	User-centered design, native mobile app design (iOS, Android), wireframing, interactive prototyping, user stories, user flows, user research, usability testing, responsive HTML/CSS.
Tools	Adobe Creative Suite (Photoshop, Illustrator, InDesign), Sketch, Proto, Flinto, Invision App, Axure RP, Usertesting.com, JIRA, Asana, Pivotal Tracker.
Experience	<p>Mobile UI Designer Charter Communications (2016 – Current) <i>Centennial, CO</i></p> <ul style="list-style-type: none">• Collaborate with mobile UI designers and developers to deliver pixel perfect redlines for all mobile device platforms and sizes• Conceptualize new user interfaces utilizing Sketch and Flinto to produce fully-animated prototypes <p>UX Designer EMS Software (2016) <i>Centennial, CO</i></p> <ul style="list-style-type: none">• Work closely with product owners to iterate on quick wireframes, prototypes, and design solutions for critical customer needs• Produce user interaction flows, low-fidelity wireframes, and high-fidelity prototypes for entirely new product application• Restructure web filters feature by optimizing for mobile, resulting in a 40% reduction in vertical space and a one-tap flow for the core use case <p>Product Designer TrackVia (2015 – 2016) <i>Denver, CO</i></p> <ul style="list-style-type: none">• Led the effort to establish a unified design language across Web, iOS, and Android platform applications• Scripted and conducted usability tests which uncovered major gaps in the product. The resolution of these critical user issues reduced core workflow completion time and interactions by 50%• Championed the look and feel of the product through detailed designs and styles for easy implementation by the developers <p>Interactive Designer CrossView, Inc. (2013 – 2015) <i>Remote</i></p> <ul style="list-style-type: none">• Constructed responsive e-commerce design compositions based off business requirements and client-approved wireframes• Delivered high-fidelity interactive prototypes to the client using InvisionApp• Gathered data and user insights from remote usability tests and utilized that data to inform design decisions
Education	<p>B.A., Graphic Design – Minor in Psychology University of New Haven (2009 – 2013) <i>West Haven, CT</i></p> <p>Graphic Design Arts Club Captain - UNH Ultimate Frisbee team Brand Manager, Promotional Team – 2013 Senior Graphic Design Exhibition</p>
Community	<p>Ultimate Frisbee Coach Columbine High School <i>Littleton, CO</i></p> <p>2017 Coach of the Year – USA Ultimate Colorado</p>