

Summary

Digital product designer building better products through compelling user experiences.

Work Experience

UX & Product Design Consulting - DutchAsHell

December 2010 - Present

Working directly with founder teams to define product, develop new features, generate wireframes, facilitate/run art direction, run user testing & research, helped identify key roles for team growth and, on occasion aided in hiring.

UX Design Consultant - Second Verse

December 2009 - November 2010

Working directly with founders and key stakeholders to define MVPs/Betas and audit existing products and flows. Facilitated bringing better products to market through a combination of compelling user experience design and product strategy.

UX Design Consultant - Brooklyn Packet Company

July 2008 - December 2009

Facebook game. Helped design project road map and feature specs, define UI, & art direction.

UX Designer - Gamelayers (aka The Nethernet)

September 2008 - May 2009

Collaborated with art director, game designers, and developers to increase play & overall engagement by focusing on standards & ease of use.

UX/ UI Designer - FixYa

June 2008 - September 2008

Delivered a comprehensive redesign, emphasizing standards, improving significantly the ui, usability, & flow.

UI Designer - GreySF Advertising

January 2007 - December 2007

Encouraged best practices & process in a newly developed interactive branch of the creative studio.

Firm Principle & Designer - Accomplice Design Studio

Fall 2001 - Spring 2006

Partnered with startups & small businesses to facilitate business growth through design.

Technical Proficiency

CS, Balsamiq & Omnigraffle, Post-it Notes, Frontend(NonProduction Level HTML, CSS3, jQuery), Marshmallows

Education

1997-2001: College of Charleston - Charleston, SC.: BS Psychology

1993-1997: Marietta High School - Marietta, Ohio: Honors Diploma