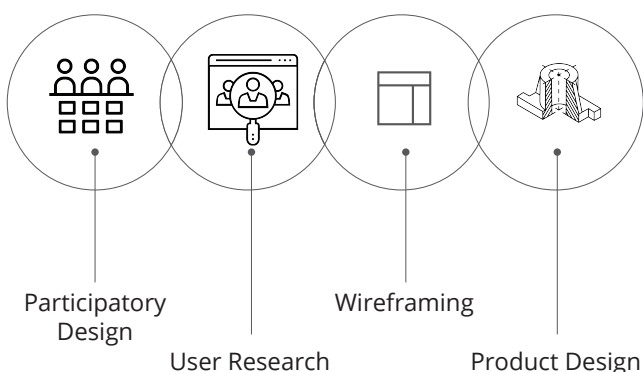


PERSONAL STATEMENT

My passion for design is framed by a desire to bring about positive change to the way users engage technology. For me, the design process has always begun with a curiosity about people's needs, goals, and aspirations as a way to better solve problems. Throughout my career in UX, and my previous experience in architectural design, I have worked with various groups of people to better understand their perspectives as a way to invent successful solutions and improve their quality of life through design. I define my role as a designer using a term that the engineer and teacher John Maeda coined: "humanist technologist". I believe in driving technological advancement not only because we can, but because we care.

MY SPECIALTIES



DESIGN SKILLS AND TOOLS

Adobe Photoshop	App/Site Maps
Adobe Illustrator	Storyboards
Adobe InDesign	User Interviews
Sketch	Surveys
InVision	User Testing
Axure	User Flows/Journeys
Jira	Personas
Rhino 3D	Marketing Materials
Zeplin	Design Systems
Figma	Data Visualization

RECOGNITION

2017
BSLA Honor Award
Redesigning the Springfield Riverfront
Springfield MA

2016
Seat in the Street - Landscape Architecture Magazine
Participatory Design Project
Phnom Penh, Cambodia

2014
Paul Ryan Scholarship for excellence in academics
University of Massachusetts Amherst

WORK EXPERIENCE

CarGurus
UX/UI Designer
From Nov 2021 to Oct 2022

I have had the sole responsibility of design and research for the company's dealer engagement platform and accompanying products. I have worked cross-functionally with sales, marketing, product, and engineering to launch the first non-consumer facing native mobile app the company has offered to auto dealers. In addition to all UI design I have also helped plan, facilitate, synthesize, and document multiple research initiatives.

Rocket Communications
UX Designer
From May 2021 to Oct 2021

I worked as an end-to-end designer in a digital design consultancy for multiple enterprise software products. I primarily focused on the creation of dashboards used in the monitoring and resource allocation for satellite operations. I regularly facilitate client meetings and user engagements; including planning, coordinating implementation, user interviews, testing, and design review. I have also been a contributor to Rocket's proprietary design system "ASTRO".

Logisticare | Circulation
UX/UI Designer II
From April 2019 to April 2021

I served as an end-to-end design lead on numerous desktop and native mobile B2B and B2C applications. I supported the product team through all phases of development and design across multiple initiatives with user research and testing, wireframes, visual design, requirement and specification writing, site architecture, user stories, and crafting marketing materials. Additionally, I helped to create and maintain the design system for all mobile and web applications.

EDUCATION

From March 2018 to May 2018
● General Assembly
User Experience Design Certificate

From September 2015 to June 2017
● University of Washington Seattle
Master of Landscape Architecture

From September 2011 to June 2015
● University of Massachusetts Amherst
Bachelor of Science Landscape Architecture

PROJECTS

2020 UXPA Mentorship Program
Mentoring UX Design students and recent grads
Boston, MA

2018 Inspiring Careers Mentorship Program
Design thinking/service design project
Boston, MA

2017 North Quincy Station Redevelopment
500 Unit mixed use residential project
Quincy, MA

2016 IUCI Participatory Design
Participatory design project
Phnom, Cambodia