

Multidisciplinary designer and art director based in Seattle. I work with established global brands and startups to help define the visual language, user interface, and interactive experiences.

EXPERIENCE

Senior Product Designer . Section4

Jul 2021 — Sep 2022 | Remote

- Designed the look and feel of Section4's product
- Managed design team and helped up-level their skills
- Created future vision concepts and prototypes to help direct the future of the product
- Partnered with the Head of Product to define the product road map
- Continually worked to improve the user experience through user and stakeholder interviews
- Implemented the design system from scratch, and moved the product team to Figma
- Instituted a system to ensure efficiency from concept to developer hand-off
- Worked cross functionally with many teams in the org to get oodles of things done, from product, to course assets, to company re-brand
- Represented the product team on the re-brand effort

UI & Visual Designer . Freelance

2015 — Jul 2021 | Bellevue, WA

- Designed a new logo, visual brand strategy, marketing materials, and social ad campaign for Focused, a productivity startup based in San Francisco
- Redesigned the look and feel for WorkFlowy's mobile and desktop apps, visual branding, and website
- Designed and art directed 4 interactive exhibits for the Intel Museum
- Established the look and feel for a digital interactive experience that was projection-mapped onto a model city for the Honeywell's Experience Center in Dubai
- Responsible for the look and feel for two interactive experiences for Exelon's HQ in Baltimore that enable visitors to explore a gigapixel photograph of the energy trade floor and tour Exelon's services across the nation via a custom illustration

Art Director & Visual Design Lead . Stimulant

2008 — 2015 | San Francisco & Seattle

- Responsible for the visual development and execution across multiple projects
- Supervised and directed junior designers
- Reviewed work to insure quality, appropriateness, and consistency for client brands across all deliverables
- Established the look and feel for a wide variety of interfaces, including websites, mobile devices, apps, kiosks, and games
- Worked within brand guidelines to create layouts that reinforce a brand's style or voice
- Designed user-centered interaction models, wire frames, storyboards, and screen mock-ups
- Closely collaborated with Developers and business teams to solve complex issues
- Juggled multiple projects while effectively managing timelines and expectations

Creative Director & Visual Designer . Fluid

2005 — 2008 | San Francisco

- Established the design direction for rich ecommerce websites, product finders and customizers, in-store kiosks, and digital campaigns
- Presented design work to clients and stakeholders
- Provided feedback and direction to creative team
- Produced red lines and style guides to help keep development on point

SKILLS

UI/UX Design Motion & 3D Brand Extension
Visual Design Web Design Visual Branding
Art Direction Prototyping Problem Solving

TOOLS

Figma After Effects Webflow
Illustrator Cinema 4D HTML/CSS
Photoshop Premiere Pro Jira

EDUCATION

BS, Visual Design and Communications

San Francisco State University

RECOGNITION

Skyspace

2017 Horizon Interactive Awards (Gold)
2017 HOW International Design Awards (Merit)
2016 The FWA of the Day Winner

LoopLoop for Sifteo Cubes

2013 How Interactive Design Awards (Merit)
2012 IxDA Design Awards (Best in Show + Category)
2012 Communicator Awards (Gold + Silver)

Bing for PixelSense

2013 How Interactive Design Awards (Merit)

Intel Connect to Life Experience

2013 Event Marketers Awards (Gold)
2013 How Interactive Design Awards (Merit)
2013 Event Design Awards (Merit)
2012 Exhibit Design Awards (Gold)

Intel Museum Ultrabook Exhibit

2013 Event Design Awards (Gold)