



## SUMMARY OF QUALIFICATIONS

Creative problem solver with strong technical experience in designing aesthetically appropriate interfaces for web and mobile.

Analytical and detail oriented UX/UI designer that can oversee a project from ideation to iteration.

Expert in creating impactful user-centered designs by combining business and user goals.

## EDUCATION

### California State University, Fullerton

UX and Customer-Centered Design Certificate

### San Diego State University

Bachelor of Fine Arts, Emphasis in Graphic Design

## AWARDS

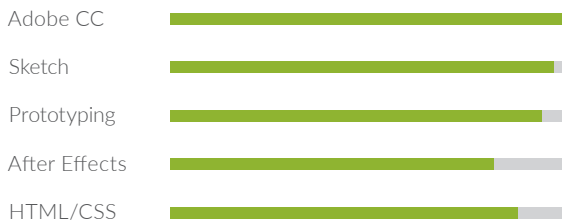
### Omega Honor Society, Sigma Alpha Epsilon

San Diego State University, San Diego, California

### Deans List

San Diego State University, San Diego, California

## TECHNICAL EXPERIENCE



## PROFESSIONAL SKILLS

Design Thinking	Grid & Layout
Product Design	User Research/Testing
Visual Design	Agile Process
Interaction Design	Design Systems
Brand Guide Development	High-Fidelity Prototyping

## EXPERIENCE

### Senior Graphic Designer

**PrescribeWellness** // February 2017–Present

SaaS company focused on developing tools to help local pharmacies reach more patients, streamline operations, and provide best-in-class service.

Hired as the first/lead designer to implement and maintain the new brand system at the tech start-up.

Wireframe, mock up and deliver final comps/prototypes of user experiences for desktop and mobile devices.

Collaborate with various departments, product owners, and development team members to review designs that best suit business and user needs.

Redesigned website based off conducting UX research. Design and developed templates for blog and landing pages. Designed the first iOS mobile application.

Built a team of in-house designers to help develop the new style and establish a processes for internal departments to interact with creative.

### Lead Graphic Designer

**Össur Americas** // July 2011–February 2017

A global medical device company specializing in non-invasive orthopaedic bracing and prosthetics; revenue \$436 million [2013]

Implemented multiple solutions to optimize sales efficiency and effectiveness utilizing mobile technologies; including cloud storage to allow on-the-go file sharing and cut down print costs.

Designed first digital products for iPhone and iPad. Oversaw design from ideation to launch of 2 products:

- Interactive brochures to engage customers
- SmartMeasure; a custom knee measuring app for iOS

UX/UI design for landing pages, mobile applications and e-mail campaigns.

Worked closely with product managers to create tools for new product launches. Weekly meetings to discuss strategy and implementation to create functional materials.

Lead designer on internal and external creative. Revamped Academy's educational material and played a significant role in 2014 global design rebranding.

### Co-Founder & Marketing Director

**weareIO** // August 2013–2015

Mobile development and strategy consulting focused on consumer and enterprise solutions