



SUMMARY OF QUALIFICATIONS

6+ years of working UX/UI experience
Creative problem solver with strong technical experience in designing aesthetically appropriate interfaces for web and mobile.
Analytical and detail oriented UX/UI designer that uses a broad skillset to oversee projects from ideation to iteration.
Expert in creating impactful user-focused designs by researching user behaviors and combining with business goals.
Experienced in working collaboratively with product management, other design teams and engineering teams.
Background designing for consumer and enterprise applications in various industries within start-ups and corporations.

EDUCATION

- California State University, Fullerton**
UX and Customer-Centered Design Certificate
- San Diego State University**
Bachelor of Fine Arts, Emphasis in Graphic Design

PROFESSIONAL SKILLS

- Design Thinking
- Visual Design
- Interaction Design
- Brand Guide Development
- User Research/Testing
- Agile Process
- Design Systems
- Prototyping

EXPERIENCE

- Asurion**
Product Designer // September 2018–Present
Global technology solution company focused on protecting consumer devices and providing support to it's users.
Developed a design system to support a quickly scaling platform that covers multiple mobile carriers.
Traveled to various stores to test users on the prototypes and get feedback around the usability of the platform.
Redesigned platform based on data from card sorting, affinity diagramming and user testing.
- PrescribeWellness**
Senior Designer // February 2017–August 2018
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, won 3 design awards in 2017. Designed and developed templates for blogs 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.

▶ **Össur Americas**

Lead Graphic Designer // November 2013–February 2017

Production Designer // July 2011–November 2013

A global medical device company specializing in non-invasive orthopaedic bracing and prosthetics.

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; 90% adoption rate and \$1m in new sales

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.

▶ **weareIO**

Co-Founder & Principle Designer // August 2013–2015

Mobile development and strategy consulting focused on consumer and enterprise solutions.



TECHNICAL EXPERIENCE

Adobe (Photoshop, Illustrator, After Effects, XD)

Sketch

InVision

Principle

Flinto

HTML/CSS