



I believe in a strong user-centered design approach with the user's goals, pain points and aspirations at the heart of every step in the product life cycle.

EXPERIENCE

Citi

2017-Present

Senior UX Architect

Understand target audiences' needs, tasks, and goals and translate them into smart, innovative solutions. Work closely with product, marketing, brand, and design teams to translate business requirements into meaningful experiences. Participate in immersive user research, concept testing, usability testing, and analytics. Participate in user experience thought leadership in both the company and the industry.

WorldVentures

2016-2017

UX Architect/Designer

Worked closely with Product Owners and Business Analysts to translate business requirements and user goals into flows, wireframes and prototypes. Collaborated with UX team to test prototypes and analyze metrics in order to validate design decisions. Led the user experience for multiple products across all platforms.

Tail Light

2010-2016

Senior UX Designer

Worked closely with the CEO and Product Managers to lead the user experience across multiple platforms. Created user flows, wireframes, prototypes, design specs and mock-ups as UX deliverables. Led the design for the Ford Go iPad app, the Zurich Illuminate iPad app and the Tail Light Commerce desktop and tablet application.

Temerlin McClain

2007-2010

Senior Flash Designer/Developer

Collaborated with Creative Directors to develop highly interactive prototypes and microsites for clients such as American Airlines, Nationwide Insurance and Bell Helicopter.

Web Courseworks

2003-2007

Interaction Designer

Created wireframes, prototypes and mock-ups. Designed and coded e-learning objects, simulations and games for clients such as Miller Brewing and GE Healthcare. Illustrated and animated characters for the Children's Health and Education Center.



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EDUCATION

Madison Area
Technical College
2003

Visual Communications - Associates
Madison, Wisconsin

SKILLS

Methodologies and Deliverables

- Design Thinking
- Agile
- Wireframing
- User Flows
- Personas
- User Interface Design
- Usability
- User-Centered Design
- Information Architecture
- Creative Direction
- Graphic Design
- Web Design
- Interaction Design
- Prototyping
- Animation
- HTML (intermediate)
- CSS (intermediate)
- Javascript (intermediate)

Applications

- Sketch
- Adobe IXd
- Axure
- Photoshop
- After Effects
- Framer
- Principle
- Invision
- Flinto
- Jira