



About me

I am a UX and Product Designer with a proven track record of successfully facilitating end-to-end design within the product development lifecycle. With over eight years of experience utilizing user-centered design processes to create optimal experiences for customers, I bring extensive experience in planning and designing 0 to 1 products and features, collaborating cross-functionally in an agile work environment, managing client relationships, and conducting end-user research. If you're looking for an exceptional designer who can build efficient and scalable products from an internal perspective, I would love to connect and show you how I can add value to your team.

Work Experience

Indeed.com

Industry
HR Tech

Sr. UX Designer Dec 2019 – Mar 2023

At Indeed.com, I focused on new ways to Help People Get Jobs. As part of Incubator, I took funded concepts from internal founders (Indeed employees from all areas of Indeed) and senior leadership, and worked with cross-functional partners to build them from 0-MVP and beyond.

- Functioned as the sole UX strategic partner for multiple small cross-functional pods made up of development teams, founders, product managers, sales and marketing.
- Led all UX initiatives for projects I worked on and was responsible for conducting user research (generative, evaluative, and behavioral), running brainstorming sessions and project kick offs, creating and delivering wireframes for end to end user flows, and providing final, high fidelity designs and specs through data-informed decisions.
- Initiated UX conversations between pods and cross-department stakeholders to collaboratively address blockers, share information, and ensure consistent standards and guidelines between experiences.

Spiceworks

Industry
IT Tech

Sr. UX Designer May 2018 – Aug 2019

Senior role helping to lead and contribute to projects both internal and external. Externally I lead design and research while also taking on increased project management responsibilities on new initiatives as part of our business model shift. Internally I worked to define, plan, and implement crucial business outcomes aimed at improving design and product operations.

- Conducted contextual inquiries, user research, usability tests, and implemented user survey feedback for product design and development initiatives.
- Led project design for new Vendor Portal, collaborating with Product Managers to define user needs, conduct research, and identify areas for improvement.
- Co-managed a team to enhance productivity, morale, and UX design culture, while improving communication, consistency, accessibility of user research, and integration of design strategies in agile practices.
- Designed layout, visual language, and guidelines for a new survey feature resulting in a 15% increase in completion rate.



Personify

Industry
Non-profit

Product Designer Jul 2015 – Feb 2018

Formerly Small World Labs. I worked as the designer for a SaaS that provides communities to non-profit organizations. By working closely with key members across development, client services, and sales teams I helped move our platform forward in regards to how we design, develop, and implement our product as a whole.

- Contributed to a major event overhaul at Habitat for Humanity by reviewing user flows, scoping functionality, and creating wireframes and user stories.
- Led an accessibility overhaul project, collaborating with in-house and offshore development teams and providing direction for issue documentation and tracking.
- Streamlined design process by reducing project time by 12-14 hours through CSS file cleanup.

Bazaarvoice

Industry
eCommerce

UI Designer Oct 2014 – Jul 2015

UI design in an agile work environment providing front end styling to integrate Bazaarvoice's SaaS with major brand retailer's online storefronts. As a client facing role I helped to set and manage project expectations and explore solutions to unique customer usability challenges on a brand by brand basis to ensure seamless interaction between site and SaaS.

Volusion

Industry
eCommerce

Web Designer May 2013 – Sep 2014

Client-facing role as an eCommerce web designer for small business clients. Collaborated and worked with clients from initial design consultation through finalized designs. Fast paced and high volume work environment generally managing between 10-15 projects at time while consistently exceeding monthly and quarterly goals.

Skill set

Expertise

- Design thinking tools & methods
- Wireframing & prototyping
- Ideating & solutioning
- Defining requirements & success criteria
- Owning end-to-end design process

Soft skills

- Cross-functional collaboration
- Facilitating workshops & ideation
- Communicating & presenting
- Strategy, planning, prioritization
- Mentorship, leading, & coaching

Tools

- Figma, Sketch, Balsamiq
- Lucidchart, Miro
- Adobe CS
- Google Suite
- JIRA, Confluence

Education

BFA, Communication Design

Texas State University | San Marcos, TX