

As a seasoned senior product designer, I have two decades of creating user experiences that don't just work—they wow! I geek out over intuitive designs and sleek interfaces that make users happy (and businesses thrive). Whether I'm sketching ideas, pixel-perfecting visuals, or brainstorming with cross-functional teams, I bring a mix of creativity, strategy, and good vibes to the table. With a sharp eye for detail and a knack for turning complex problems into simple, elegant solutions, I've built a career on making tech feel a little more human. I enjoy leading teams, fostering inclusion, mentoring designers, and turning ideas into beautifully functional designs that truly make a difference. I'm all about streamlining processes, sparking collaboration, and delivering results that everyone can feel proud of!

Experience

- **UX Manager**
Topcoder (Sept 2023 - Oct 2024)
Remote
- **Associate UX Manager**
Accenture (Jan 2020 - Sept 2023)
Remote
- **Senior UI / UX Designer**
Fairway Tech. (2018-2020)
Hybrid
- **Lead UI / UX Designer**
Adicio (2011-2018)
On Site
- **UI / UX Designer**
Adicio (2006-2011)
On Site
- **Global Web Producer**
Invitrogen (2004-2006)
On Site

Education

- **San Diego State University**
Bachelor of Arts | Graphic Design

Core Talents

- **User-Centered Design:** I deeply understand and empathize with user needs, reframing problems as design opportunities and using ideation techniques to create innovative, user-focused solutions.
- **Strategic Thinking:** I align design goals with business objectives, make data-driven decisions, and prioritize resources to keep projects on track and contribute to company success.
- **Leadership:** I lead and mentor design teams, ensuring a creative, collaborative environment and inspiring a shared vision while fostering continuous improvement.
- **Stakeholder Management:** I build trust and align visions with stakeholders, using clear communication, strategic thinking, and data-driven insights to foster productive relationships.
- **UX/UI Design Collaboration:** I collaborate seamlessly with cross-functional teams, clearly presenting design decisions and leading design critiques to encourage continuous improvement.
- **Design System Thinking:** I conceptualize reusable patterns and frameworks, balancing flexibility with structure to build scalable, cohesive design systems.
- **Storytelling and Communication:** I craft compelling narratives around design concepts, visualizing ideas and articulating the rationale behind design decisions to engage diverse audiences.
- **Adaptability and Growth:** I stay updated with industry trends, adapt to shifting priorities, and manage multiple projects effectively while maintaining high-quality work.

Skills

Figma • Sketch • Adobe CS • Design systems • User journeys • Personas • User flows • Wireframes, • Prototypes • Mockups • Iterative design and rapid prototyping • Responsive web and mobile design • User research • User Interface Design (UI) • Balancing user needs with business goals / technical feasibility • Information Architecture • Interaction Design • Solving complex challenges • Accessibility • Embracing ambiguity • Evolving design • Collaboration • Feature prioritization • HTML • CSS • Agile / Scrum Methodologies • Thinking ahead • Problem-solving and Analytical Thinking • Usability

References upon request. Also see recommendations on LinkedIn profile.