



WORK EXPERIENCE

KNOWN DECIMAL | SENIOR DESIGNER

December 2021 – Present

- Partnered with clients to enhance user experiences, unify design aesthetics, and streamline communication between designers and developers through the implementation of effective design strategies.
- Optimized a client's design system and implementation strategy, leading to a reduction of up to 40% in design and front-end development time.

PFF | UX/UI DESIGNER

June 2018 – November 2021

- Defined design strategy and managed delivery of wireframes, user journeys, high-fidelity designs, and production-level CSS for consumer-focused products aimed at NFL and NCAA football fans, resulting in a notable 15% uptick in user engagement.
- Connected designers within PFF verticals, creating a comprehensive design system that promoted a consistent look and feel for all products, bolstering brand recognition.
- Cultivated robust cross-functional collaboration with Elixir and React developers, streamlining product development and cutting front-end development time by approximately 30%.

EBTH | UX DESIGNER

August 2016 – June 2018

- Directed design initiatives for internal products that yielded up to a 50% increase in labor efficiency and accuracy for critical item processing tasks such as attribution, photography, cataloging, and shipping at EBTH.
- Facilitated cross-functional collaboration with developers, project managers, and QA to create streamlined and reusable user interfaces, resulting in a design system that reduced design and development time by approximately 25%.
- Conducted internal user testing and interviews to ensure the delivery of intuitive and efficient user experiences.

GASLIGHT (NOW LAUNCH SCOUT) | UX DESIGNER

July 2015 – July 2016

- Partnered with clients on comprehensive design strategies, including user research, user flows, wireframes, high-fidelity designs, and front-end implementation, resulting in the creation of intuitive user experiences.
- Collaborated in dedicated cross-functional teams with Rails and Ember developers to deliver innovative solutions for our clients.

MOWER | DIGITAL CREATIVE SUPERVISOR

January 2012 – July 2015

- Directed design initiatives for digital marketing experiences, collaborating with clients, account managers, and copywriters to deliver effective results within budget and improve conversion rates by up to 20%.
- Managed the work of other designers while working on larger teams, ensuring consistent and high-quality deliverables across multiple projects for individual clients.

EDUCATION

MARYLAND INSTITUTE COLLEGE OF ART

Bachelor of Fine Arts — Illustration

SKILLS

USER EXPERIENCE

Product Design

User Research and Testing

User Flows

Prototyping

User Interfaces

Design Systems

TOOLS

Figma

Sketch

Adobe Creative Cloud

FRONT-END

HTML

CSS

JavaScript