

In a nutshell	If something doesn't exist, we will make it together. If it already does, we will make it better.
What you'll like	<p>After over nine years of experience in the field, I have developed:</p> <ul style="list-style-type: none">• Extensive mastery of Adobe Creative Cloud programs, Sketch, InVision, and Principle for Mac. Familiarity with Unreal Engine and After Effects for immersive experiences.• A sophisticated understanding of layout, typography, photography, and color.• Efficiency creating low- to high-fidelity user experience flows from user research.• Comfort working directly with a hybrid mix of project stakeholders, including product managers and developers in software design and printers and suppliers in brand design.
Where I've been	<p>IBM <i>Lead Product Designer, Client Centers Immersive Experience, November 2020–present</i></p> <p>I lead the design of web-based tools and services that enrich client engagements with IBM sales and marketing teams. Collaborating with a worldwide team of engineers and IBM marketing leadership, I produce UX flows; low- to high-fidelity wireframes, prototypes, and visual design specifications; and conduct user research studies with both internal stakeholders and select clients. As an extension of IBM's Carbon Design System, I also develop, scale, and maintain UX and UI patterns that are applied across the ecosystem of tools produced by the team.</p> <p>IBM <i>Software Designer, Data and AI, January 2019–November 2020</i></p> <p>Along with a large, global team of designers, researchers, product managers, and developers, I designed user experience flows and high-fidelity user interface prototypes for IBM Watson Studio, a data science and artificial intelligence tool available on the web and as a desktop app. Beginning with user research insights, I made rapid UX wireframes, scaled to high-fidelity prototypes, tested with users, and delivered redlines to a team of front-end software developers.</p> <p>KWT Global <i>Graphic Design Fellow, August 2018–January 2019</i></p> <p>NYU Gallatin School of Individualized Study <i>Graphic Designer, September 2016–May 2018</i></p> <p>NYU Skirball Center for the Performing Arts <i>Graphic Designer, September 2014–July 2017</i></p> <p>DoSomething.org <i>Visual Design Intern, February–May 2016</i></p> <p>G&G Silkscreen and Embroidery <i>Designer, October 2012–August 2014</i></p>
Where I went	<p>NYU Gallatin School of Individualized Study</p> <p>B.A. in Individualized Study concentrating in Design & Anthropology Honors: <i>cum laude</i> (GPA: 3.83), University Honors Scholar, Dean's Award for Graduating Seniors</p>
Try asking about	Rock climbing, public transportation, MX-5s, cycling, bookmaking