

I'm a **Senior UX/UI Designer** with **22+ years** of experience creating pleasant, human-centered, easy-to-use, digital experiences for great clients. I make complicated things simple.

SPECIALTIES

User Experience Design	Responsive Website Design
User Interface Design	E-commerce
Atomic Design Systems	WCAG Accessibility Standards
Product Design	Motion Design
Mobile + Desktop Apps	SaaS Applications

TOOLS + APPLICATIONS

Figma	InVision
Sketch	Principle App
Zeplin	LucidChart
Abstract	Slack
Adobe Creative Suite	Teams

METHODOLOGIES

Human-Centered Design	User Testing
Empathy Design Thinking	4pt. Baseline Grid System
Lean UX, Agile + Scrum	HIG + Material Design

NOTABLE CLIENTS

Fox Restaurant Concepts, Adidas, Sony, Ubisoft, PHX, Revolution Parts, Bolste, Chrome Industries, Carvana, M3 Snowboards, Forum Snowboards, Capix, Pivot Freight, Cowtown Skateboards, Madesmart Housewares, LifeLock, Arizona Biltmore, The Briad Group, Hyatt, Dave & Busters, Shamrock Farms, BOLD Films, HP, Harkins Theatres, Subway, Pepsi, Cal Surf, Ace Hardware, Blue Cross Blue Shield of Arizona, ASU, Union-bay, Chewy.com, and Warner Bros. Pictures.

EDUCATION

Bachelor's degree in Visual Communication
Collins College

Visual Arts Certificate
University of Utah

Associate of Arts (A.A.) Degree
Normandale Community College

1999 to Present

FREELANCE UX/UI DESIGNER + PRODUCT DESIGNER

I provide quality work for start-ups, SaaS, B2B, B2C, e-commerce, agencies, and enterprise clients. Services include UX/UI design, app design, web design, heuristic analysis, design systems, training, digital marketing (emailers, landing pages, banners, micro-sites).

December 2021 - April 2022

SENIOR UX/UI DESIGNER - CONTRACT

The Nerderly

UX/UI designer for a large enterprise insurance company.

June 2019 to December 2021

LEAD UX/UI DESIGNER

REACH.ai

UX/UI designer at REACH.ai, a last-minute appointment booking platform for salons. Collaborated with product defining new features and enhancing existing features. lead discovery, and whiteboard sessions remotely and on-site (Arizona). I worked together with the off-shore development teams.

October 2018 - May 2019

SENIOR UX/UI DESIGNER

Spok

UX/UI designer for Spok, a clinical communications platform. UX/UI design of features such as chat, directories, resource handling, critical alerts, tasks, scheduling and more for Spok's mobile and web platform. Established the Spok design system and pattern library.

May 2018

SENIOR UX/UI DESIGNER - CONTRACT

Mirum Agency

Created an atomic design system for a major healthcare provider. Architected the entire design system, created pattern libraries using Sketch, and maintained design files with Abstract. Provided training on how to use the design system in a large-scale agency setting.

March 2016 - January 2018

SENIOR PRODUCT DESIGNER

Bolste, Inc.

UX/UI design of Bolste's collaboration SaaS applications for iOS, Android and Web. Delivered high-quality design docs, sketches, user flows, wireframes, mockups, and specs. Organized, tailored, and moderated virtual user testing sessions.

2012 - 2013

MOBILE APP/WEB DESIGNER - CONTRACT

Drawbackwards

Contributed to the user experience and visual design of large-scale mobile apps and websites. Defined and maintained user flows and information architecture for projects.

2006 - 2012

INTERACTIVE DESIGNER - FREELANCE

Fox Restaurant Concepts

Designed and developed a corporate website housing over 12 unique restaurant concepts. Assisted the marketing department with banner ads, email marketing, micro-sites, and more.

2002 - 2003

WEB DESIGNER/DEVELOPER

Sugar Creative

HTML and Flash website design. Design and front-end development.

2000 - 2002

WEB DESIGNER/DEVELOPER

Spark Design

HTML and Flash website design and development. Graphic design.