

EXPERIENCE

UX CONSULTANT // Freelance

San Francisco // May 2016 - Present

I am assisting companies in refining their core product strategies and expanding their user base through continuous research and iterative design.

SENIOR UX DESIGNER // CounterTack

San Francisco // Jan 2015 - Apr 2016

Sentinel (the product) is a tool for investigating cyber security threats in an enterprise environment. I influenced product scope, led design cycles (from research to prototype building), and managed small feature teams in resolving navigational pain-points, updating the look & feel, and integrating third-party resources.

DESIGN LEAD // ApptheGame

San Francisco // May 2012 - Dec 2014

App-The-Game (acquired by theScore, Inc.) was a consumer-facing company that built mobile sports apps. My task was to own the design process and influence product direction through careful design considerations, the results of which boosted user-retention and revenue, and helped lead us to acquisition.

PRINCIPAL DESIGNER // The Method

Kentucky - San Francisco // May 2006 - May 2012

The Method was my personal design firm specializing in product design, branding, strategy and digital media. I quickly learned the value of nurturing client relationships, delegating tasks and taking responsibility for a full-service design studio.

EDUCATION

BACHELOR OF ARTS // Fine Art and Digital Media

May 2006

University of Kentucky

COMPETENCIES

With a decade in research, strategy, design, and leadership, my most valuable attributes are clear communication and empathizing with the interests and concerns of my product team and the users we serve.

Tools: Sketch, Illustrator, Photoshop, Marvel, Axure, OmniGraffle, POP, Balsamiq, Atlassian, Google Analytics, HTML/CSS, Google Docs, Keynote, Framer.js, Agile, pen/sharpie/sketchbook/whiteboard