

## **Skills**

UI/UX Design  
HTML/CSS

Prototyping  
Motion Design

Typography  
Visual Design

Figma  
Adobe Creative Suite

## **Experience**

### **Senior Product Designer, Pulse Labs AI (October 2022—Present)**

- Created, designed, and implemented new company-wide visual design language
- Developed and maintained a new design system for use throughout all company products
- Integrated that new design system into existing product where possible and leveraged it to create new features and layouts
- Designed new onboarding process for study participants

### **Visual Designer, Netflix (May 2020—June 2022)**

- Designed and created new visual assets and illustrations for use in customer help center, internal knowledge base, and customer service agent training
- Concepted navigation and new web layouts for the customer help center and internal knowledge base, optimizing efficiency and utility
- Collaborated with learning and development project managers in creating animated tutorials for international customer service agents

### **Senior Designer, House Canary (December 2017—May 2020)**

- Redesigned corporate website
- Ideated and created animations and transitions for multiple sections of the company's consumer app
- Developed, designed, and implemented entire new visual design language
- Launched and led design team skills-share workshops to advance and deepen overall skill sets
- Mentored and coached junior designers

### **Designer, House Canary (January 2017—December 2017)**

- Created marketing collateral for use in email, print, and web
- Designed web pages for corporate site at desktop, tablet, and mobile sizes
- Created product walk-through videos with the marketing team

### **Product Designer, Intel Wrist Wearables Unit (October 2015—Dec 2016)**

- Applied Intel's design language and branding guidelines to the Basis mobile app
- Designed a version of Intel's brand typeface, Intel Clear, for use on bitmap screens
- Collaborated with senior UX designers and firmware engineers to design, prototype, and implement interaction transitions for a wearable device
- Collaborated with senior UX designer in the design and prototyping of an analytics portal

### **Designer, Basis, an Intel Company (Nov 2014—Oct 2015)**

- Produced and designed product marketing pages and email templates with developers
- Created new UX and visual design for company blog page
- Designed printed marketing materials for use at CES
- Produced various graphical elements for use CES booth
- Art-directed and collaborated with the customer support team to produce set-up and troubleshooting videos

### **Design Intern, Basis, an Intel Company (Nov 2013—Nov 2014)**

- Oversaw and produced all product photography and managed external contractors
- Designed vector, bitmap, and animated icons for a wearable device
- Supported senior graphic designer in developing new company-wide branding

## **Education**

- BFA Web Design and New Media, May 2014 —Academy of Art University, San Francisco, CA