

Highlight SR. PRODUCT DESIGNER

2024—Present

I have been the primary designer on small, cross-functional team focused on key parts of our platform: Research Participant app and CE Internal app. I collaborated closely on discovery and planning with Product and worked with engineering to size and ship features. Major work included a full redesign of the participant-facing app, an automated recruiting system, and kicked off a community research program to establish a direct feedback loop with our most engaged users. Recently, I've been exploring opportunities with Claude Code as a prototype builder in local environments and refining design system components.

UX/UI Design
UX Research
Prototyping
Figma/FigJam
Claude Code/AI

Homeward SR. PRODUCT DESIGNER

2022—2023

As sole designer across two teams, I delivered UX audits, research, design iterations, and interactive prototypes to improve both customer and agent experiences. Collaborated daily with product and engineering to ship enhancements and develop digital solutions for new financial products.

UX/UI Design
UX Research
Prototyping
Figma/FigJam

OpenGov SR. PRODUCT DESIGNER

2021—2022

On the Budget & Planning app team, I partnered with a second designer, PM, and UX researcher to define strategy, execute features, and connect with customers to assess needs and opportunities. Major work included navigation simplification, workflow efficiencies, and system unification to reduce errors and duplicate effort.

UX/UI Design
UX Research
Prototyping
Design Systems
Figma

Smartling PRODUCT DESIGNER

2017—2021

In my role as lead product designer, I worked alongside five product managers and a direct report UX designer to discuss, create, and iterate on features for Smartling's comprehensive translation management platform, which included multiple linguist and customer tools allowing requests for translation work, structuring of localization workflows, and management of original content on-platform and via integrations.

UX/UI Design
Design Systems
UX Research
Prototyping
Figma/Sketch
FullStory

Switch DESIGNER / SR. UX DESIGNER

2014—2017

Part of 5-person brand design team, I primarily focused on creation of UX/UI for website designs for a variety of clients and industries using Adobe tools and InVision to mockup, prototype mockups, and present, alongside supporting more junior designers by critiquing and providing mobile/UX feedback. I also made print brochures and identity work, as well as designing and developing Mailchimp emails.

UX/UI Design
Responsive Web Design
Brand Design
Print Design

Zipments PRODUCT DESIGNER

2012—2013

As sole designer for both Zipments brand design and product, I led the creative direction, UX and UI for the marketing website, web app and iOS app and collaborated with our two founding developers to quickly iterate and push updates. Alongside digital, I worked with CEO and business director to strategize and develop print collateral for sales engagement. (*Zipments was acquired by Deliv later and taken offline*)

Mobile Design
Web App Design
UX/UI
Print Design

Notes

EDUCATION

University of North Texas (2008). Communication Design, Minor in Sociology.

VOLUNTEER EXPERIENCE

- CreativeMornings/DFW - Chapter Teammate
- DSVC (Dallas Society of Visual Communicators) - Volunteer Assistant