

Employment Highlights

2018

Sr. Designer Digital Products, Starbucks

Service design and strategy for a new digital platform

Negotiating partnerships and alliances, defining process, activating cross-functional initiatives

2017

Sr. UX Designer, Microsoft

UX support and planning for quantitative learning and high throughput testing

2016-2017

Sr. Experience Strategist, Rational Interaction

Pioneering a UX practice for a born-digital agency

Defining department scope and business offering, establishing client service model

Bespoke tactical support across existing departments

2011-2016

Sr. Art Director & Experience Designer, VML/YRGS/Wunderman

Digital experiences, campaign innovation, site design, and apps

Clients include REI, Crocs, Amazon, Microsoft, and T-Mobile

2008-2009

Art Director, The Kern Organization

Integrated marketing for DirecTV

Concept development and design, cooperative agency presentations and studio direction

Skills

Experience strategy, business development, systems design, and information hierarchy

Research & audits, stakeholder interviews, workshops, and rapid to high-fidelity prototyping

Sketch, Creative Suite, UXPin, Invision, HTML & CSS capability

Education

2010-2011

School of Visual Concepts — Seattle

Course work to expand interactive design skills

Class guidance as teacher's assistant for CSS courses

2002-2004

Bachelor of Science Graphic Design, The Art Institute of California

Dean's List for all academic quarters

Received 'Best of Quarter' award in graphic design and packaging

1999-2001

University of California Santa Cruz

Course work includes art history, film theory and photography