

## Employment

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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

2017-2018

**Sr. UX Designer**, Microsoft

UX support and planning for quantitative learning and high throughput testing

2017-2018

**User Experience Strategist**, Phinney Bischoff

Expanding and formalizing agency digital offering and process

Defining and fulfilling UX and content strategy scopes

Clients include PerfectServe, BECU, and University Child Development School

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, Land Rover and T-Mobile

## Skills

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Content strategy, product design, 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

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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