

## OVERVIEW

A well-rounded and seasoned designer with almost 15 years experience, I work tirelessly to maintain a pulse of who I am designing for and what problems I can solve for them. I combine the sensibilities and instincts acquired from my experience with the insights I gather from research to synthesize innovative, practical and visually compelling design solutions.

## EXPERIENCE

11.08 to present

### **RHAPSODY, SENIOR USER EXPERIENCE DESIGNER**

San Francisco, California

- Lead the user experience and visual design for Rhapsody's mobile applications on iOS, Android and Blackberry.
- Doubled the usage of Rhapsody's iOS app as a result of UI changes and feature additions based on user feedback.
- Collaborate with product owners to clarify features, define specifications and prioritize development backlogs.
- Organize and perform usability testing sessions for all products and communicate the results to stakeholders.
- Established cross-team design review sessions to aid in unifying the user experience and brand appearance among products.

8.07 to 8.08

### **EBAY, LEAD VISUAL DESIGNER**

San Jose, California

- Participated in cross-functional teams to update, create and develop features primarily related to sellers.
- Instrumental in the design of the Seller Dashboard which gives users a view into their overall system health.
- Created several experimental interfaces in an effort to shorten the path for sellers to list their items for sale on eBay.
- Assisted with several grass roots projects including the original release of the eBay iOS app.
- Supported and mentored other visual design team members; acted as technical liaison between designers and developers.

8.05 to 8.07

### **METAWEB TECHNOLOGIES, LEAD VISUAL DESIGNER**

San Francisco, California

- Contributed to key product design decisions with the goal of integrating semantic data with the traditional web.
- Responsible for a majority of the initial user interface and branding elements in the web app.
- Designed several AJAX-based user interface elements including type-ahead search and inline input mechanisms.
- Worked in conjunction with developers and product team to quickly adapt to changing business needs or technical limitations.
- Maintained CSS and HTML templates to ensure the released product matched visual and interaction specifications.

11.01 to 8.05

### **APPLIED MINDS, DESIGNER**

San Francisco, California

- Played a critical role in a small team that developed new ways of interacting with and displaying large amounts of data.
- Projects varied from data analysis and input, network security, as well as large screen time-based visualizations.
- Produced storyboards and prototypes based on loose internal and client requirements.
- Co-inventor on several patents revolving around user interface visualizations.
- Responsible for instituting a high quality visual style that became synonymous and expected with our team's output.

## EDUCATION

8.93 to 5.97

### **UNIVERSITY OF NORTH TEXAS**

Denton, Texas

- Communication Design Major
- Radio, Television, Video and Film Minor
- Member of student-run design firm, Fineline

## DISTINCTIONS

5.04

### **US Patent 20050268250**

Apparatus and method for selecting actions for visually associated files and applications.

8.03

### **US Patent 20050049986**

Visual representation tool for structured arguments.