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EXPERIENCE

UX Designer II

Sonos Inc.
2021 - Present

- **Founding designer of Sonos Pro** (patent-pending), a subscription-based music management solution for commercial spaces.
- Lead designer for Sonos Pro Dashboard, subscription & purchase, and front of house experience.
- Collaborated closely with cross-functional stakeholders to glean business insights through user research.
- **Lead designer for Sonos Pro Schedules**, from MVP through two further iterations. This is a net-new service, allowing seamless music scheduling for businesses across multiple locations.
- **Head designer for Sonos Pro Purchase**, a pioneering self-service, mixed cart, B2B ecommerce flow, consisting of 20+ stakeholders across 5 different organizations. Launched in April 2024, this work accelerates onboarding from 14+ days to minutes. **Self-service accounts for +85% of all Sonos Pro sales since launch.**
- Played a pivotal design role in crafting and implementing a new design system for Sonos Pro, harmoniously integrating it with the existing brand and experience principles.
- Present and advise on future work-streams to senior directors and VPs on a monthly basis.
- Developed impactful product demos, used in sales calls daily, conferences, and media, empowering marketing, account executives, and installers to drive sales effectively.
- Host of company-wide Sonos Hackweeks, boasting 80+ projects, on a quarterly bases, cultivating innovation and fostering cross-functional collaboration.
- Promoted to UX Designer II in Fall 2022, recognized for instrumental contributions towards beta.
- Responsibilities encompass UX/UI Design, user research, service design, experience milestone definition, cross-functional workshops, and creation of both MVP and scalable future visions for the business solution.

Product Manager

Solbridge EA
CMU HCII Capstone
Winter 2020 - Spring 2021

- Orchestrated complete lifecycle of interactive web-based dashboard, enlightening residential and commercial customers about solar inverters.
- Surpassed project delivery expectations, ahead of schedule and under budget, through close collaboration with a nimble, four-member cross-functional team.
- Exemplified adept project management prowess, steering the team with precision to attain project objectives and fulfill client specifications.
- Skillfully balanced timelines, resources, and stakeholder expectations, consistently achieving exceptional project outcomes.

SW Product Manager

Sonos Inc.
Internship
Summer 2020

- Pioneered exploration, standardization, and execution of a brand new feature in Sonos S2 App.
- Spearheaded requirement formulation and UX definition for both Minimum Viable Product (MVP) and future innovations.
- Efficiently steered prototype delivery, ensuring seamless alignment with project objectives and timelines.
- Exhibited exceptional teamwork and communication acumen in a vibrant, collaborative setting.
- Gained valuable insight into crafting novel features within an established UX and engineering framework, encompassing research, strategic planning, and implementation.

Designer

GrowSquares
Part-time Internship
Fall 2019 - Spring 2020

- Crafted captivating high-fidelity product renders, strategically securing investor support and fostering funding avenues.
- Produced both low and high-fidelity UI mockups and user flows, meticulously enhancing interface design for visual allure and user intuitiveness.
- Instrumental in shaping a cutting-edge design system, harmonizing visual elements cohesively for seamless brand consistency.

Architectural Designer

BCRA Design
Internship
Summer 2019

- Orchestrated seamless communication and collaboration among diverse stakeholders, driving continuous project progression.
- Lead designer for a captivating public installation featured prominently at the Seattle Design Festival.
- Showcased project management prowess, overseeing the complete design lifecycle from ideation to flawless execution.

EDUCATION

Carnegie Mellon University

2017 - 2021

Human Computer Interaction & Architecture, Interaction Design

Graduated with College Honors, Deans List

TOOLS

Figma
Miro
Adobe CC
Atlassian
Sketch
HTML/CSS

SKILLS

UX/UI Design
Interaction Design
Iterative Prototyping
User Research
Storyboarding/Wireframing
Cross-Functional Collaboration