

## Experience

Going

### Senior Product Designer

Nov 2021 – Present

Sole designer of the mobile app from concept to launch. Collaborated across teams to deliver key features, refine the user experience, and optimize the app to drive user engagement.

frog

### Experience Designer II

Mar – Oct 2021

Contributed to a range of projects, focusing on user research, visual design, developing scalability frameworks, and presenting impactful, user-centered design solutions to clients.

Scener

### Lead Designer

Aug 2019 – Mar 2021

Developed the design system, Google extension UI, onboarding, website, brand visual identity, and custom illustrations across the product.

Owen Design Co.

### Contract Designer

Sep 2017 – Aug 2018

Designed logos, identity systems, websites, icons, illustrations, infographics, and fliers for clients including Horace Mann, Luck Companies, and Har-Tru.

CannonDesign

### Environmental Designer

Feb 2016 – Aug 2017

Created identity systems, wayfinding, exhibit signage, infographics, and large-scale graphics for healthcare, hospitality, and higher education clients.

Freelance

### Designer & Illustrator

Aug 2014 – Aug 2018

Designed logos, illustrations, branding, marketing and web assets for a range of clients, including Capital One, Caboose Brewing, Hybrid Theory, Kiplinger Finance, Outdoor Living Brands, and Deloitte

Dahlia Design

### Junior Interior Designer

Dec 2013 – Jul 2014

High-end residential interior design and project management. Responsibilities included drafting, 3D renders, sourcing materials, and purchase orders.

## Education

### VCU Brandcenter

M.S. Experience Design

### Virginia Commonwealth University

BFA Interior Design, Minor: Painting

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## Skills & Toolkit

Figma, Sketch, Adobe Creative Suite, Framer, Procreate, Cinema 4D  
+ many more

3D modeling, branding, hand lettering, illustration, interaction design, journey mapping, printmaking, product strategy, rapid prototyping, typography, usability testing, user research, wireframing