

EXPERIENCE

PartsTech Product Designer

September 2023 – May 2024

New York, NY

Led brainstorming workshops with product, engineering, and design teams to ideate and implement B2B software solutions, increasing **feature engagement by 35%**. Designed a financial analytics tool for auto repair shops to track spending and adjust gross profit, increasing SaaS value for the business.

Honeybee Health Lead Product Designer

February 2022 – September 2023 | Concurrent, Contract

Los Angeles, CA

Improved and streamlined operations product UX for pharmaceutical team by **reducing time spent dispensing medications by 80%**. O-1 designed a tool for providers to prescribe directly to Honeybee Health, leading user research, synthesis, Figma solutions, and final prototype.

Block (Square) Product Designer

Jan 2022 – Jan 2023

Los Angeles, CA

Designed credit user experiences through iterative user research and A/B testing for Term Loans, Line of Credit and Receivables Financing products. **Improved term loan conversion by 48%** by better educating sellers within product UX. Facilitated cross-functional workshops for rethinking lending experiences and planning annual/quarterly product roadmap.

Philosophie Product Designer

Jan 2021 – Jan 2022

Los Angeles, CA

Designed an integrated back-office platform for credit unions, prioritizing features, rethinking information architecture, designing key features rooted in research. Designed a scalable design system in Figma and implemented in StorybookJS.

AT&T Product Designer

May 2018 – Jan 2021

San Ramon, CA

Collaborate with engineering teams to craft user experiences for networking and PPE supply management tools. Designed a scalable design system using Evergreen UI and Figma.

EDUCATION

University of Southern California

B.S. Arts, Technology and the Business of Innovation

SIDE PROJECTS

Fika Co-Founder/ Product Designer

Founded a web/mobile app connecting over **1300 creatives**, spanning graphic designers, creative writers, and art directors, in NYC for mentorship, collaboration, and gigs. Led the company vision and managed user experience & engineering for the product.

SKILLS

Leadership

- Cross-functional communication
- Agile methodology
- Workshop Design

Design

- Quant/Qual User Research
- Figma / Adobe Suite
- Design Thinking
- Visual Design
- Interaction Design
- Information Architecture
- Design Systems

Coding

- HTML/CSS frameworks
- ReactJS
- Typescript
- Database Design / APIs