

Work Experience

Amazon Web Services / Product Designer

May 2022 - Jul 2026 Seattle, WA

- Led end-to-end product design for two enterprise chat applications (AWS Chime and Wickr), owning user flows, wireframes, and high-fidelity UI in Figma from concept through engineering handoff
- Designed accessibility-centered, responsive layouts for Chime, ensuring the experience met WCAG standards and worked seamlessly across devices and screen sizes
- Designed the session timeout UI/UX for Wickr, translating user research and security requirements into an intuitive interaction pattern that balanced usability with trust
- Conducted user research and synthesized customer insights to inform design decisions, directly improving customer satisfaction and product trust
- Built and maintained reusable design system components in Figma, ensuring visual and interaction consistency across product surfaces
- Partnered with product managers and engineers throughout the design process, from early user flow exploration to rapid prototyping, iterative design reviews, and A/B testing of design variations

Family Search / Product Designer

Jul 2021 - May 2022 Lehi, UT

- Designed and implemented improved user flows and navigation patterns for the Ancestor and Search pages, achieving a 30% improvement in navigation UX
- Translated design mockups into dynamic, responsive web components, bridging the gap between design intent and final implementation
- Collaborated closely with marketing and design teams to conceptualize features and create UI design mockups for cross-functional product initiatives
- Contributed to product experimentation and optimization across 3 major initiatives, using user feedback and testing to iterate on design decisions

Brigham Young University - Idaho / Product Design Lead

Apr 2018 - Apr 2021 Rexburg, ID

- Led a 3-person design team, directing UI design and layout work for posters, course assets, and campus-wide materials
- Designed and built an internal tool to streamline the Canvas course banner design workflow, reducing production effort by 80% through better UI and process design
- Established design standards and stakeholder review processes, demonstrating early design systems thinking and cross-functional collaboration

Education

Brigham Young University - Idaho

Aug 2017 - Jul 2021 BS

Computer Software Engineering

Developed Google web browser plugin with dashboard UI featuring weather information and task management. Presented in minimal aesthetic user interface. Received 100% mark as final project.

Skills

Product Design & UX/UI

Figma (advanced), wireframing, rapid prototyping, high-fidelity design, user interface exploration, information architecture, typography, color theory, responsive design, accessibility-centered design

Product & Research

User research, customer insights, A/B testing, product experimentation, iterative design, growth optimization, market research

Design-to-Development Fluency

HTML/CSS, JavaScript (React, TypeScript), design-to-code handoff, AI-assisted design workflow (Claude)

Leadership & Collaboration

Cross-functional teamwork, stakeholder alignment, KPI-driven strategy, team leadership, product/design/engineering alignment, Zoom, Teams, Slack