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## EXPERIENCE

### UX Designer II Sonos Inc.

Summer 2021 - Present

- **Founding designer of Sonos Pro** (patent-pending), a subscription-based music management solution for commercial spaces.
- Lead end-to-end design development for the Sonos Pro Dashboard, Purchase, and Front of House experiences.
- **Head 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 of Sonos Pro Purchase**, detailing a customer purchase experience to account for both low and high volume purchases.
  - Designed and delivered a new, white-glove purchase experience for intricate businesses and their needs for Sonos Pro's MVP.
  - Designed and delivered a pioneering self-service, mixed cart, B2B ecommerce flow, consisting of 20+ stakeholders across 5 different organizations.
    - Launched in Spring 2024, this work **accelerates onboarding from 14+ days to minutes**. **Self-service accounts for +85% of all Sonos Pro sales** since launch.
- **Head designer for Sonos Pro Front of House**, leading design research, product definition, and product delivery for a curated employee music touchpoint, keeping business permissions and varying day-to-day use cases at the forefront.
- 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 Energy Advisors  
CMU HCII Capstone  
Winter 2020 - Spring 2021

- Orchestrated **end-to-end development of an interactive web-based dashboard**, informing potential residential and commercial customers about solar inverters while offering current customer's a platform to monitor.
- 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.

### 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 project delivery, ensuring seamless alignment with objectives and timelines.
- 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 design system from the ground-up**, 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 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  
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