### Education



**University of Washington** 

Sep 2020 - Aug 2021

Obtained a Masters of Human-Computer Interaction and Design. Graduated with a 3.88 GPA.



**Drexel University** 

Apr 2012 - Jun 2017

Obtained a BS in Business Administration with a Management Information Systems focus and minor in Psychology. Graduated Cum Laude with a 3.6 GPA.

## Work Experience



## **Think Company**

Senior UX Designer

^ UX Designer
Jan 2022 - Present

Have acted as a generalist specializing in making sense of ambiguous projects, distilling complex ideas into practical, easy-to-implement insights while setting up future teams for success. I've enjoyed collaborating with stakeholders to deliver solutions that align UX vision, business goals, and technical capabilities in regulated industries.



### **Comcast Xfinity**

Senior UX Designer (Consultant, Think Company)

^ UX Designer ^ UX Strategist ^ UX Researcher

Jan 2022 - Present

- Partnered with design, engineering, product owners, and policy experts to develop complex user flows, optimize team processes, and pilot executive-level vision
- Led the UX design for an end-to-end experience involving fee disputes. Reduced escalations by 25%.
- Researched customer journeys via side-by-sides and interviews; synthesized and presented findings to help conceptualize executive-level vision for future products
- Owned agile feature requests: clarified requirements, developed concepts, and delivered hi-fi prototypes
- Communicated design decisions, prototypes, research findings to establish a shared understanding



## **B-SeenOnTop**

**SEO Analyst** 

^ Web Designer
Oct 2018 - Sep 2020

- Designed user interfaces to increase ease-of-use, user engagement, and conversions
- Uncovered opportunities for traffic and conversions with keyword, competitive, and link-building research
- Increased ranking through on-page optimization achieving 243% increase in leads valued at \$273,000



### Pfizer Inc.

### **Business Analyst**

^ Emerging Technology Analyst ^ Co-Op

Sep 2015 - Mar 2016

- Researched and evaluated emerging technologies, assessing potential applications
- Recommended technologies for disciplined experimentation to Senior Manager
- Participated in all levels of cross-team brainstorming sessions, acting as a product expert

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# Project Experience



## Dory

#### Masters Capstone

^ UX Researcher ^ UX Designer

Mar 2021 - Aug 2021

A digital classroom tool empowering students to reflect on and communicate their feelings in hybrid learning environments

- Led project planning, participant recruitment, information architecture and storytelling efforts
- Conducted research activities including field observations, contextual inquiries, SME interviews, usability testing, and deriving key insights
- Defined user requirements, ideated, prototyped, and assisted video production efforts



### Stellar

### **Masters Project**

^ UX Designer
Jan 2021 - Mar 2021

A night-light and web app to connect physically separated loved ones

- Collaboratively defined key product features and interactions through iterative prototyping and testing
- Used storytelling with storyboards and video prototypes to communicate concepts and elicit feedback
- Planned, conducted, and analyzed two remote co-design sessions to test concepts

### Skills

See more on Linkedin UX



**Systems Thinking** 

**Interaction Design** 

**Prototyping** 

Strategy

Research