

SoCal-based  
product designer  
with a passion  
for *interactive*  
experiences.

**SKILLS**

**Design**

Strategy & Vision • Visual Design  
• Illustration (Adobe CC) • Flows •  
Wireframes & Mock Ups (Figma) •  
Style Guides & Design Systems •  
Branding & Art Direction

**Prototyping**

Motion Design with Principle & AE  
• Rapid Prototyping • Basic HTML/  
CSS/JS • Protopie/Figma

**Research**

Data Analysis (Looker) • A/B  
Testing & Experiments • Focus  
Groups • Diary Studies • Usability  
Testing • Persona & User Journeys

**Collaboration**

Self Starter • Communicating  
Design Decisions • Roadmap  
Planning • Retrospectives •  
Team Workshops • Management  
Training • Leadership • Cross-Team  
Collaborations

**EDUCATION**

**General Assembly**

User Experience, 2015  
Front-End Web Development, 2014

**James Madison University**

BFA Graphic Design, Class of 2010

**EXPERIENCE**

**Meta—** Lead Product Designer, Metaworks

May 2022 - Present

- Building the future of work at scale and innovating on VR for work with the Quest for Business and Metaworks teams
- Led the design of building the workrooms mobile app in-call experiences from the ground up
- Led the design of pre and post call experiences for the workrooms product across all surfaces (Android, iOS, Portal, dApp, Web)

**Microsoft—** Senior Product Design Manager, Flip

January 2021 - May 2022

- Led the design team on an initiative to redesign and launch a new mobile app for Microsoft Flip; a social learning experience that leverages asynchronous video.
- Managed a small team focusing on the core UX of Flipgrid
- (Camera, Groups, Feed, Profile and more)
- Individually contributed to all parts of the product (Marketing, Redbranding, Core Features, Innovation Teams, Web App)

**Quibi—** Senior Product Designer

February 2020 - Nov 2020

- Designed Apps for third-party TV's (Apple TV, Roku, FireTV)
- Lead designer for interactive initiatives, building out component library or "lego blocks" for shows
- Worked with a small cross-functional team designing for every part of the app (i.e. playlists, feed, browse experiences)

**Tinder—** Senior Product Designer

July 2016 - February 2020

- Led design on Tinder's interactive experience Swipe Night
- Led design of Tinder Places, Tinder's experimental location feature
- Led design of Tinder's first progressive web app to reach users in other markets (Brazil, India, etc.)
- Worked cross-functionally with the design team on Tinder 2.0, Tags, Design Systems and other A/B feature tests

**Nclud—** Senior Interactive Designer

October 2013 - July 2016

- Art direction and design for Bethesda Softworks games open beta and buy now websites (i.e. DOOM)
- Designed Marine Corps Marathon responsive website & materials
- Rebranding Nclud including design for website and brand book
- Designed responsive websites and other deliverables for various clients including, Habitat for Humanity, Townsquare Media, Carnegie Institute for Science, RAINN, and CustomInk