

Summary

I am a multi-faceted UI designer well versed in experience and transactional-based designs and take delight in the logistics of interaction and design systems. More than anything, I like to help others solve design problems.

Experience

Sr. Designer, design systems	Promethean, Seattle WA	July '21 to June '20	Lead in helping create the infrastructure and governance documentation for the start of a multi-platform design system. Created the design system library and toolkit structure used by multiple UX teams.
Sr. Designer, design systems	Kaiser Permanente, Pasadena CA	Contracting through Insight Global	Jan '21 to July '21 As part of KP.org design system team, I worked on: Improving infrastructure and taxonomy of the design system. Development of the design system based on research & usage data, internal team reviews & critiques, collaboration and best practices. Assisted in running DS team decomps, reviews and pattern consultations with the larger UX to ensure that all components and styles were utilized corrected. Leading the internal initiative to create design tokens to decouple styles from all components and patterns.
Designer, design systems	Lululemon, Vancouver BC	Jun '20 to Nov '20	I helped in laying the foundation of a design system for desktop and mobile web. Working across teams, I created documentation for design system governance and implementation.
UI designer, design systems	REI, Kent WA	Contracting through Allovus Inc.	Jun '19 to June '20 As a designer on Cedar, REI's open source design system: I contributed to the development of the system based on research & usage data, internal team reviews & critiques and collaboration & best practices in Agile environment. I contributed in building design system awareness by collaborating with & providing internal support to various teams across REI to better serve the REI customer base. I helped define component structure, design tooling & the structure of design libraries & toolkits.
Product designer	Microsoft, Redmond WA	Contracting through Allovus Inc.	Aug '18 to Jun '19 Helped created internal design system that helped designers iterate on their design work faster. Helped designers in the Windows Design Studio team build & expand the Windows eco-system, assisting in wireframing, creation of interaction pattern libraries & end-to-end UX design. Created, updated, & maintained all Microsoft Universal Windows Platform (UWP) toolkits.

Freelance/Contract Work 2006-2021

UI designer, design systems	Abbott Medical, Alameda, CA	Interactive designer	VML/Wunderman, Seattle WA
Production lead/prod. designer	Microsoft, Redmond, WA	UI designer	EasyToBook.com, Seattle WA
Icon artist	Harebrained Schemes, Kirkland WA	Sr. designer	WildTangent, Redmond WA
Visual designer	Harlo Interactive, Portland OR	Associate designer	Bellevue, Seattle WA

Skills

Design	UX/UI	Design systems	Interaction design	Production design
Tools/Tech	Figma Autodesk Maya	Sketch/Abstract Foundry Modo	Adobe Creative Suite Blender	HTML/CSS

Education

AnimationMentor.com, CA - Certificate in Character Animation
Bachelor of Science, Southern Connecticut State University (SCSU), New Haven, CT.
Major: Corporate Video Communication - Minors: Computer Science/Theatre