

Product and UI Designer with 15+ years of experience creating complex digital experiences and the design systems that help them scale. Proven track record building and scaling design systems across Intuitive Surgical, Microsoft, REI, Lululemon, and Kaiser Permanente.

EXPERIENCE

UI Designer, Design Systems

March 2022 – August 2026

Intuitive Surgical, Sunnyvale, CA

- Scaled design system adoption from 1 to 25 teams and component library downloads from 6,600 to 43,000, delivering 30.6% ROI and \$6.5M in net projected savings.
- Built comprehensive Figma component libraries supporting desktop, tablet, and mobile devices—covering typography, icons, color, utilities, and patterns—applied across SimNow 2.0 surgeon console, Link dashboard, and My Intuitive.
- Transformed SimNow from a flat exercise library into a guided training curriculum—redesigning exercise cards, scoring, credentialing, and skills-maintenance features while maintaining design system consistency across touchscreen consoles and web/mobile experiences.
- Enabled SimNow to scale across da Vinci X, Xi, dv5, and SP consoles and mobile/web platforms by establishing shared design patterns that maintained consistency across device types while reconciling platform-specific interactions and hardware requirements.
- Overhauled SimNow's component library with product and engineering to improve design-to-code handoff, increase component reuse, and close Figma-to-React parity gaps.
- Owned design system documentation and CMS publishing, maintaining component specifications and design guidelines across 3+ years of releases.

Sr. Designer, Design Systems

June 2021 – November 2021

Promethean, Seattle, WA

- Led production of Promethean's design system, driving its shift to token-based architecture.
- Directed the initiative to establish design tokens, decoupling styles from components and patterns to create a scalable, production-ready foundation.
- Ran design system decomposition sessions, reviews, and pattern consultations with the broader UX team.

Sr. Designer, Design Systems

January 2021 – June 2021

Kaiser Permanente, Pasadena, CA (Contract via Insight Global)

- Built the design system library and toolkit structure, adopted by multiple UX teams across KP.org.
- Led creation of infrastructure and governance documentation to launch a multi-platform design system.

UI Designer, Design Systems

June 2020 – December 2020

Lululemon, Vancouver, B.C.

- Helped lay the production foundation of a design system for desktop and mobile web.
- Created documentation for design system governance and cross-team implementation.

UI Designer, Design Systems

June 2019 – June 2020

REI, Kent, WA (Contract via Allovus Inc.)

- Contributed to Cedar, REI's open-source design system, defining component structure, design tooling, and library architecture.
- Built design system awareness across REI by collaborating with and supporting multiple internal teams.

Product Designer / UX Production Lead

August 2015 – June 2019

Microsoft, Redmond, WA (Contract via Allovus Inc.)

- Created, updated, and maintained all Microsoft Universal Windows Platform (UWP) design toolkits.
- Partnered with the Windows Design Studio team to expand the Windows ecosystem through wireframing, interaction pattern libraries, and end-to-end UX design.

SKILLS

DESIGN

UI design, interaction design, design systems, design tokens, component libraries, production design, wireframing, prototyping, responsive design

COLLABORATION:

Cross-functional collaboration, stakeholder management, Agile/Scrum, design governance, design system documentation

TOOLS

Figma (Design & Make), Claude, Replit, Sitecore CMS, Adobe Creative Suite, Sketch, Abstract, Autodesk Maya, Blender, HTML/CSS, Microsoft Office

EDUCATION

B.S., Corporate Video Communication (Minors: Computer Science, Theatre) — Southern Connecticut State University, New Haven, CT

Certificate in Character Animation — AnimationMentor.com, CA