

## EXPERIENCE

### SENIOR PRODUCT DESIGN

#### Nuna

San Francisco

December 2021 • Current

- Design data visualization for financial, medical, and customer data throughout the Nuna platform, to create actionable insights for healthcare administrators.
- Collaborate with Solutions and Product teams to design customizable dashboard experiences for Nuna clients to better implement value based care.
- Work with design team to host design thinking sessions with company partners.
- Responsible for designing end to end client focused scalable designs.

### PRODUCT DESIGN LEAD

#### Rally Health, a United HeathCare company

San Francisco

July 2019 • November 2021

- Engaged with stakeholders from Rally and Optum to create a new digital experience for the Employee Assistance Program (EAP) through Rally.
- Responsible for creating testing plans for EAP, and determine product flow and design through user needs and business needs.
- Collaborated with multiple teams across Rally and Optum, including content, marketing and design systems, to create a product that encompasses multiple products.
- Created mobile responsive designs and mockups, and consult on native app design for the EAP product.

### LEAD UI/UX DESIGNER

#### PresenceLearning

San Francisco

September 2017 • June 2019

- Worked with stakeholders to create better online software to serve a variety of users from Therapists, Administrators to employees, from onboarding students to billing services.
- Responsible for identity of our private online platform as well as creating a cohesive look and flow with multiple user types, permissions, and goals.
- Responsible for testing new ideas within our platform, expanding products to better serve our customers, and documenting the product's development.

### LEAD PRODUCT DESIGNER, MANAGER

#### Weather Underground,

#### Weather Company an IBM company

San Francisco

June 2015 • September 2017

- Worked with stakeholders to explore solutions on expanding our sensor networks. Most notably expanding into Air Quality sensors, worked and tested with local communities and EPA to better design air quality products.
- Responsible for ensuring the visual identity of WU across web and apps, as well as working within Marketing to ensure the brand identity.
- Responsible for creating new ideas for brand awareness and content for Wunderground properties, including illustrations, posters, and external marketing campaigns.
- Worked with The Weather Company and IBM's design departments on Weather Underground's brand development within the organizations.

### PRODUCT DESIGNER UI/UX

#### Weather Underground,

#### Weather Company

San Francisco

December 2013 • June 2015

- Responsible for creating wireframes, user testing, brainstorming and creating final pixel perfect mockups while working with Project Managers and Developers.
- Redesigned Wunderground's radar experience, worked with meteorologist and developers to redo our radar palette and create new mapping visualizations.
- Worked with Project Managers and Meteorologists to redesign and rebrand Weather Underground, which increased traffic and unique visitors to our products.
- Partnered with peers to create a new radar focused app and experience called Storm for both iOS and then Android

### SENIOR DESIGNER

#### PureRed | Pleasanton

February 2012 • December 2013

- Created print materials, instore graphics, illustrations, and executed special projects for Safeway and affiliate stores across the United States, and additional clients
- Designed the 2012 Safeway Holiday look, which covered newspaper advertising, instore signage and partner brands such as Gift Card Mall and Chevron.
- Created and art directed the team in designing and illustrating the look and feel for Safeway's exhibits and goodies during the Nike Women's Marathon, this included advertising, their weekend expo, signage throughout the race, and after race activities.

### DESIGN ASSOCIATE

#### Minted | San Francisco

November 2011 • February 2012

- Edited cards for printing, worked with team and headed the new product Journal's editing team. Worked with engineers to fix problems in system for the new journal product.
- Worked in the Production department taking art files from designers and preparing them for Minted's online editing tools. Used Illustrator and InDesign to create codes for Adobe Scene7 and Excel. Participated in quality control for the launch of the new 120 Wedding Invitation SuiteDesigns in 3 months.

## VOLUNTEER

### PRESIDENT OF THE BOARD

#### Greater Bay Area Costume Guild, GBACG, 501(c)(3) Non-Profit

San Francisco

January 2017 • Present

- Maintain, recruit, and lead Board Members and Board Members at Large roles and create inclusion from the top down for the entire Non-Profit.
- Create and organize workshops, events, communications, and policies for more than 500 GBACG members
- Organize all paperwork, finances, day to day activities, and partners for GBACG to maintain and build on our Non-Profit

## EDUCATION

### BFA, ILLUSTRATION/DESIGN

#### College for Creative Studies | Detroit

September 2004 • May 2008

## SKILLS & SOFTWARE

Sketch

Figma

Adobe Suite

Typography

Wireframes

InVision

Abstract

User Testing

Storyboarding

Rapid Prototyping

Accessibility & Inclusion

User Research and Usability

JIRA

HTML, CSS, PHP, Python

Web & Mobile (iOS, Android) Design