

Experience

Interaction Designer BlinkUX // Seattle

January 2016 - Present

Currently tackling a variety of Enterprise-level UX projects with clients such as Mastercard, Moen, and Fred Hutch Cancer Research Center. Creating wireframes, userflows, prototypes, helping to run usability studies, and working with fellow designers to craft final UI. Conducting regular design presentations to clients and stakeholders, as well as helping to run strategic discovery workshops.

UX Designer Concur // Bellevue

July 2015 - January 2016

As part of an in-house marketing agency - collaborated with internal stakeholders, designers and developers to research, scope, and design landing pages, tools, site components and campaign experiences for Concur.com.

- Created and documented information architecture and created userflows, sitemaps, wireframes and interactive prototypes.
- Performed heuristic analysis and competitive research on B2B campaigns.
- Built prototypes and presented in-progress work in stakeholder review sessions.

Freelance UX Designer Broad Street Maps // Seattle

May 2015 - August 2015

Researched, designed and prototyped a map analysis and data visualization web app built for Community Health Worker Program Managers working with NGOs.

- Conducted competitive/comparative analysis, heuristic evaluation, created user stories, sitemap and userflows, sketched, wireframed, and designed an interactive prototype.
- Held remote user-interviews as well as usability tests with participants in Peru, Thailand, Liberia and Rwanda.

Product Manager, Museum Community 1000 Museums // Seattle

May 2014 - November 2014

As a consultant and contractor, designed and executed development strategies for content and community acceleration for a growing art discovery platform that partners with leading museums around the world

Co-Founder, Director of Product BuildersCloud // Bellevue

March 2012 - December 2013

Co-founded an Angel/VC-backed enterprise SAAS cloud-based collaboration platform built for the construction industry. Graduated from TechStars, a leading startup accelerator, with the Microsoft Azure Accelerator cohort (June 2013)

- Ran user research interviews, developed UX wireframes as well as building marketing website and collateral.
- Led product strategy including V2 product overhaul to reduce and simplify the steps required to complete the most common tasks.

Experience

Senior Product Manager, Veer Corbis // Seattle

January 2012 - March 2013

Led the Product side of Veer.com - overseeing content, community & search related development. Led sourcing and contributor relations and collaborated with Technology, Marketing and Finance on major feature enhancements and strategic initiatives.

- Managed a large (30+), geographically dispersed team of Editors, Content Producers, and Contributor Relations specialists.
- Ran development and rollout of Veer Royale – a premium, curated collection.

Product Manager, Corbis & Veer Corbis // Seattle

July 2009 - January 2012

Oversaw development of ingest and content management platform for Corbis Images contributing artists and the internal teams that service them.

- Developed content and user acquisition strategy and oversaw build-out of platform, tools, collection and community comprised of millions of royalty-free images and illustrations on Veer.com from tens of thousands of contributors.
- iOS App: Oversaw rollout of Corbis' first iOS app, a model and property release management and communication tool targeted at current and future Corbis artists.

Education

User Experience Design Immersive General Assembly // Seattle

2015

Certificate in Software Product Management University of Washington // Seattle

2011 - 2012

BA, Geography (GIS) University of Washington // Seattle

1997 - 2002

Skills

Design: Sketching, Wireframing, Prototyping, Interaction design, Design specs

Research: Domain research, Competitive/comparative analysis, Heuristic evaluations, User interviewing, Online surveys, Card sorting

Planning: Information architecture, Sitemaps, User flows, User stories, Task analysis, User personas

Team Leadership: Career Development, Mentoring, Department Oversight

Domain expertise: Product and Content Development, Search, Project Management, Agile, Content Strategy and Curation

Tools

Design: Sketch, Adobe Photoshop, Adobe Illustrator, Omnigraffle

Wireframing and Prototyping: Axure RP, Invision, POP, Balsamiq

Research: SurveyMonkey, OptimalSort, Join.Me, Skype

Code: Basic HTML, CSS and novice Javascript

Video Editing: Final Cut X