

## EXPERIENCES

05/2023-  
present

### Product Designer at Quest Analytics

End-to-end design process including research, ideation, wireframing, prototyping, and testing. Facilitated accessibility audit. Cross-functional collaboration with engineering, product management, and stakeholders.

07/2023-  
01/2024

### Games Research at Keywords Studios

Responsible for conducting both user and technical requirements research for Microsoft's Flight Simulator.

MATERNITY LEAVE

11/2021-  
01/2023

### Product Designer at Meta

VR, web, and mobile (iOS & Android) design. Lead discovery sessions, communicated with and presented to stakeholders. Created user personas and journeys, wireframing, and prototyping. \*affected by layoffs in 11/2022

09/2021-  
02/2022

### UI/UX Designer at Tubman

Performed a content edit prior to beginning design ideation. Completed sketches and low-fidelity wireframes, spoke with engineering team on feasibility, finished high-fidelity wireframes with focus on visual design.

03/2021-  
09/2021

### UI/UX Designer at Tutoria

Completed content edit prior to beginning new design ideation. Completed user research, usability testing, wireframing, and prototyping as part of the project. Ensured previous design iteration was ADA/WCAG compliant.

## TOOLS

- \_Adobe Photoshop
- \_Adobe Illustrator
- \_Asana
- \_Basic HTML/CSS
- \_Creative Suite
- \_Figma
- \_FullStory
- \_Invision
- \_Maze
- \_Miro
- \_Pendo
- \_Sketch

## SKILLS

- \_Content Strategy
- \_Information Architecture
- \_Interaction Design
- \_Mobile Design
- \_Rapid Prototyping
- \_Storytelling
- \_Usability Testing
- \_User Flows
- \_User Research
- \_Visual Design
- \_VR Design
- \_Web Design
- \_Wireframing

## EDUCATION

2021

### General Assembly

Certificate in User Experience Design

2016

### University of North Carolina at Greensboro

Bachelor of Arts, Political Science