

Experience

Black Pixel, Seattle

2014 - Present

Design Director

I oversee day-to-day management of an internationally distributed UX design team. Responsibilities include staffing and resource management, evaluating applicants and conducting candidate interviews, coordinating with project management, content strategy, and engineering team leads, and serving as a design lead for select iOS, Android, and web projects.

Mule Design, San Francisco

2012 - 2014

Senior Designer, Design Manager

I provided design direction for client work and internal projects, as well as overseeing quality control on all design and development deliverables. I served as a lead designer on various projects, and contributed to front-end development. I also managed day-to-day operations for our Evening Edition news product (including brand and product design), managed a team of regional editors, as well as co-hosted and produced a daily news podcast.

Bainbridge Studios, Seattle

2003 - 2011

Principal

I was self-employed as a full-time independent interactive designer, working with small business clients nationwide. I oversaw identity, print, and web design projects from initial client outreach through design, development and launch. I also managed sub-contracted designers and developers on select larger client projects.

Education

University of California, Berkeley

2004 - 2005

Graphic Design Certification

I took part in a continuing education certificate program in Graphic Design to develop a better understanding of theoretical principals, history, and tools.

St. John's University, Queens, NY

1998 - 2002

MS & Doctoral Candidacy, Clinical Psychology

I completed a Master's and reached doctoral candidacy in Clinical Psychology, taught undergraduate courses and published research on information processing.

Pacific Lutheran University, Tacoma, WA

1994 - 1998

BS, Psychology

I graduated with honors in Psychology (minor in Biology), served as a teaching assistant and conducted, presented, and published research on perceptions of crime.

Expertise

Architecture & Design

Information architecture, user flows, wireframes, visual design, and rapid prototyping.

Communication

Interfacing with stakeholders, presenting work, facilitating dialogue between teams.

Team Management

Managing resources, priorities, and matching the right people with the right challenges.

Research & Analysis

Conducting interviews, feature testing, competitive analyses, persona development.