INTERACTIVE DESIGNER WITH A BACKGROUND IN UX AND UI DESIGN, INFORMATION ARCHITECTURE, PROTOTYPING AND FRONT-END DEVELOPMENT.

Digital experience designer, developer, strategist with over 8 years of experience working with national B2B and B2C brands. Energetic, direct and a trusted team lead. Driven by working with new technologies that map to business goals. Considerable experience working with both digital products and digital marketing assets. Proven track record of connecting technology with brands.

Fisher - Senior Interactive Designer, Developer & Team Lead

April 2012 - Present

At Fisher, I work as an Interactive Team Lead & Digital Strategist helping to develop interactive strategy, define use cases and UX, creating information architecture, creating wireframe UIs, prototyping and designing digital interactive environments.

Key projects

- ReTXT messaging app
 - Roles: UX design, IA, wireframes
- Workers Comp Insurance claims app Roles: UX/UI design, IA, wireframes
- Internal help desk, wiki, chat-bot
 Roles: Concepting, IA, font&back-end dev

AntalMedia - Designer/Developer

September 2007 - October 2010

As a member of AntalMedia's interactive & touch division, my design work focused on web and mobile applications. I worked with both the design and development teams to produce aesthetic and functional digital environments. I worked with several education based start-ups to create a digital presence and develop content and execution strategies.

Key Projects

- BFISummit CE portal, video, testing and training Roles: UX design, IA, wireframes, prototypes
- Speech-Ez speech treatment app series Roles: UX design, wireframes, prototypes

Esser Design - Interactive Designer

October 2010 - April 2012

As an interactive designer I helped the design team develop strategy and execute digital projects for web, mobile and physical environments. My primary roles included: overseeing a digital design team, creating use cases, persona development, UX/UI design, and wireframes/prototypes.

Key projects

- UMCPP training web app
- Roles: UX/UI design, wireframes, front-end dev
- Dignity Health hospital kiosks
 - Roles: UX/UI design, IA, wireframes
- ASU department websites
 - Roles: Web design, IA, wireframes, development

Arizona State University - Bachelor of Science in Design 2003-2009

I am a graduate of the Visual Communication Department of Arizona State University, College of Design. I graduated with a Bachelor of Science in Design, from the College of Design with an emphasis on Interaction Design. Additional studies included Human Computer Interaction & Molecular Bioscience and Biotechnology.

Thesis

 Web Accessibility: Technology And Visual Impairment Understanding visual impairment and learning to design and develop for all audiences.

OBLIGATORY HASHTAGS