

SUMMARY

A Product Designer at Meta with a specialization in UI/UX and cross-media design work. A graduate of the Syracuse University Design Program with an additional background in front-end web development and cross-media production.

WORK EXPERIENCE

Meta

Product Designer - Contract, (2022 - Present) - Los Angeles, CA

Managed product suite for across the Privacy, Legal, and Contracts teams, leading long-term releases and collaborating on short-term updates with engineering and product teams. Ensured comprehensive documentation for smooth engineering handoff.

- Ran multiple user research efforts which cataloged system-wide improvements across the suite of tools.
- Stood in as a Product/Project Manager for some projects.

LeafLink

Senior Product Designer, (2022) - Los Angeles, CA

Operated as senior lead in an Agile pod. Managed design and QA for LeafLink's marketplace and finance platform. Collaborated with Product Management and Engineering to produce prototypes and dev-ready handoff files. I also conducted independent usability testing, discovery interviews, and presented project updates to executives.

- Shipped feature, which reduced dispute resolution timelines by 50% with 32% of disputes resolved by AI.

Candy Digital

Senior Product Designer, (2021-2022) - Los Angeles, CA

Managed product designers to launch the primary product MVP. Led c-suite presentations and coordinated cross-department stand-ups.

- Built Figma design system for easy editing of design components and decreased design work timelines.
- Worked with engineering team to build a development component library for the to speed up development.
- Distributed design templates and assets to design team to accelerate workflows.

EDUCATION

Syracuse University

(2005 - 2009)

S.I. Newhouse School of Communications

Bachelor of Arts: Graphic Design

SKILLS

Figma • Illustrator • Photoshop • After Effects • Jira • HTML • CSS • JQuery • Motion Graphics
Video Editing • UX Research • Competitive Analysis • Usability Testing • Task Flows • User
Journeys • Site Maps • Design Workshops • Design Mentorship • Team Management

Capco Consulting

Lead Product Designer, (2018-2021) - Los Angeles, CA

Managed projects for tier one banks (UBS and Morgan Stanley) as a project manager and UI/UX lead. Collaborated with partners to define scopes and timelines, while directing teams of 2 - 6 members, including Researchers, Designers, Associates, and Engineers. Facilitated communication with clients, key stakeholders, and c-suite members.

- Led design projects that were cited as the direct reason for contract renewals for the firm.
- Ran the firm's design expansion into West Coast clients.

Penguin Random House

Senior Designer, (2013-2017) - New York, NY

Spearheaded design strategy for author's design work, including Haruki Murakami, Scott Kelly, and Jo Nesbø. Worked with the engineering team to develop responsive websites and emails, revamping the division's email strategy and branding. Led art direction and execution for cross-platform promotion.

Universal Music Group

Designer / Developer, (2013) - New York, NY

Collaborated with developers to produce responsive websites for artists like Ariana Grande, The Avett Brothers, Lorde, Nelly, Jay-Z, and Enrique Iglesias. The sites included promo splash pages, album releases, and record labels, all following a mobile-first approach.

Additional Clients

Victoria's Secret • UBS • Morgan Stanley • Bloomberg • Macy's
Columbia University • Lord & Taylor Houghton Mifflin
Harcourt • Curious George mobile app

Continuing Education

UX Writing

UXContent.com (2022)

User Experience Design

General Assembly (2017)