

**GOAL: UX DESIGNER/RESEARCHER**

**Professional Summary**

- Creative and analytical UX professional with experience consulting in the diverse industries and collaborating with cross-disciplinary teams. Seeking new opportunity to utilize previous strategic innovation design experience and to leverage a human-centered research approach in order to help position company as a leader in interactive innovation.
  - Areas of Expertise: Client and Project Management; Visual & Interaction Design; Quantitative & Qualitative Analytical Skills; Human-Centered Design; Research Methods; Wireframes; Agile.
  - Technical Skills: HTML5, CSS3, JavaScript, PHP, JQuery, SQL, Axure RP, Sketch, InVision, Photoshop, Illustrator, and Keynote.
- 

**EDUCATION**

**Master of Science in Information**, University of Michigan School of Information, May 2015  
**Bachelor of Arts in Political Science**, University of California at Berkeley, May 2003  
**Recipient**, Kenneth E. Vance Scholarship

---

**Professional Experience**

**2017: ProQuest (contract) – Product Manager & UX Designer/Researcher**

- Lead cross-functional teams consisting of software engineers, quality analysts, UX designers, and product managers.
- Optimize workflows that resulted in more intuitive design and better user experience.
- Articulate product and team vision in order to ensure efficient communications across teams.
- Conducted SWOT analysis to identify strengths and weaknesses in order to better lead the teams' projects successfully.
- Utilize company's UX framework to brand corporate identity and standardize interaction models.

**2016: University of California, Office of the President, Oakland, CA – UX Designer**

- Managed and implemented project from initial phase to wireframe completion for eScholarship website; served as liaison to various roles including research, software engineers, visual and UX designers in order to successfully complete each stage of a project/product lifecycle.

**2014: Ford Motor Company, Dearborn, MI – Smart Mobility Research Intern**

- Led a team of 5 as a research and development innovator. Conducted presentations and led interviews with stakeholders. Increased user engagement through improving information architecture and content.

**2014 to 2015: Droptime, Ann Arbor, MI – Product Manager**

- Collaborated with a team of software developers to envision, build, and market an innovative mobile app, including pitching the idea to a class of 40 developers, sketching product wireframes, leading user interviews, and receiving a 4.5/5 rating for user satisfaction.

**2013 to 2014: Michigan Medicine, Ann Arbor, MI – Front-End Developer**

- Designed novel interfaces for future projects and interaction maps detailing database source code. Created program to empower doctors and nurses to quickly and effectively enter post-surgery notes.

**2014: Consumers Energy, Ann Arbor, MI – UX Researcher**

- Created and administered interviews, comparative analyses, surveys, heuristic evaluations and usability tests to evaluate customer needs.