

A well versed and capable designer for digital and print design. With over 2 decades of experience as a visual artist encompassing branding, marketing, Information Design, technical design and product specifications, User Interface Design, Interaction Design, Motion Graphics, Art Direction, Web Design. Experienced and well versed working directly with Founders, CEOs, engineers, product teams, human factors/UX practitioners.

I am actively looking for my next role on a project or team that allows for learning and growth and pushes me to achieve great outcomes. I believe my experiences across various industries using an array of tools, techniques and processes position me well to make an impact on the next team I join.

## Experience

Aug 2024 to  
Present

**Micron**  
UX/UI Designer

A UX/UI designer on the Micron GCM team. I work directly with other UX/UI designers crafting new designs and site experiences for customers. Collaborating with business analysts and web developers, we continually develop new designs elevating the Micron brand.

- Incorporate feedback from stakeholders on proposed design ideas and concepts for utilizing Figma
- Own the redesign of the internal Brand Portal for the brand team, business units and external agencies.
- Manage the Micron design system utilizing Figma to design and maintain core components
- High-Fidelity design mockups in Figma to present new design concepts to stakeholders
- Collaborate closely with web development team on building new components for the corporate website

May. 2012 to  
Feb. 2024

**Authentic8, Inc**  
Product Designer

Principal product designer for Silo, the secure web research platform. I work directly with PM, Engineering, Marketing. Early on, designed and delivered designs for all company channels (Corporate website, marketing, sales and data sheets, primary product, extensions and features, administration dashboard, Windows and Mac clients, iOS client).

- Lead designer for flagship product. Going from alpha, to beta launch.
- Rapid development of features and improvements to meet current demand of 100+ customers and thousands of users. Annual revenue going from \$0 to +\$25 Million
- Wireframe low-fidelity concepts in Figma
- Design hi-fidelity Figma mockups and deliver design assets
- Collaborate closely with engineering team on feature improvements
- Incorporate user feedback on new product features utilizing Figma
- Iteratively improve backend administration interface with a comprehensive design system managed in Figma
- Verified design decision through various methods of internal and external stakeholder feedback.

Sept. 2010 to  
May. 2012

**Xpert Financial**

User Interface Designer – Product Application

Visual and UI design for Xpert ATS trading platform. Early team member and significant contributor to the product direction.

---

- Lead UI designer for web based application for SEC approved Electronic Alternative Trading System (ATS)
- UI Mockups and Prototypes of user flows
- Create and manage design specification library and wire frames for engineering used for development implementation
- Task analysis and design of application for specific user groups
- Creative direction and guidance for product marketing
- Supporting role for corporate and business team with marketing and presentation materials including design guidelines, templates and reusable graphic elements.

Jan. 2005 to  
May. 2010

**IBM, User Interface and Media Designer:** IBM DB2 Software Group: User Experience Design

Owned the design for several existing products and led design on a handful of new emerging products based on industry demand. Worked with various product and engineering practitioners on existing product feature improvements and building new features for leading software used by large customers across various industries.

---

- Lead designer for a team of 6 developers for Adobe Flex enterprise data replication application
- Designed and developed new product features outlined in feature specifications from development and product
- Tested and validated implemented features from user testing on key projects
- Observed user testing to gather feedback on interface improvements from customers, partners and advisers
- Created new interface mockups and supporting visuals for iterative, partial and full product updates
- Support marketing teams with high quality and original graphics, templates and guidelines
- Delivered multiple product demos to product teams for internal and external customer facing environments

## Education

### Academy of Art University

---

Bachelor of Fine Arts - Computer Arts: New Media

### Las Positas Community College

---

Associate of Arts - Liberal Arts & Sciences

## Skills

### Technical

---

Usability and Interaction Design. Wireframing, functional prototyping, and application mockups. Task Flows and Scenarios, Design Systems and Specifications. Agile development. HTML, CSS.

### Graphic Art

---

Icons, Illustration, fine art and sketching.

### Other

---

Product Marketing and Branding. Project management and team building.

## Programs

### Proficient

---

Figma, Adobe Creative Suite, Content management systems, Industry standard project management and communication tools.

## Awards

### 2009

---

IBM Bravo Award

### 2003

---

Academy of Art Spring Show: First Place students choice award, Group Web Design.

### 2002

---

Academy of Art Spring Show: Honorable mention

## References

Available Upon Request