

My favorite things: tackling challenging design problems, designing digital experiences that people will love, prototyping interesting interactions, learning new things, and sweating the details.

EXPERIENCE

BREVILLE / SEATTLE

JANUARY 2022 - PRESENT

Sr UX Designer

On the Breville+ cooking app UX team, I collaborate with product, engineering, research, hardware, and recipe teams to improve cooking experiences and drive appliance sales. I've prototyped in JavaScript, React Native, and Swift, and designed and shipped features including Joule Turbo Sous Vide, Turbo cooking, Cook Guides, support for non-connected appliances, and Live Activities.

AMAZON PRIME VIDEO / SEATTLE

JANUARY 2020 - JANUARY 2022

UX Designer

On the Prime Video on FireTV team, I designed and improved the living room watching and browsing experience, collaborating with product, engineering, and other Prime Video platform teams (e.g., Apple TV). I drove the team's transition to Figma, shipped multiple new features, and led the design and launch of the Prime Video app for the Jeep Grand Wagoneer.

HBO / SEATTLE

DECEMBER 2015 - JANUARY 2020

Product Designer

At HBO, I enhanced browsing and content discovery across HBO GO/NOW on mobile, web, and TV, and later helped launch WarnerMedia's new direct-to-consumer streaming platform. My work spanned UX, visual design, and prototyping, collaborating with cross-functional teams to ship features. I also led Framer workshops and office hours to embed prototyping into the design process.

DISCOVERY

JULY 2014 - DECEMBER 2015

Senior Interactive Designer

In a fast-paced role at Discovery, I designed and developed online experiences for Discovery Channel, Animal Planet, and TLC. With a small, agile team, I wireframed, built, and shipped projects ranging from interactive show features to large-scale international hubs for major broadcasts.

Professional Skillset

User experience, interaction, and visual design in product design and agency contexts

Building interactive prototypes to validate designs and interactions in Invision and Framer X (React-based)

Front-end development with HTML, CSS, and Javascript. Prototyping with the above as well as React / React Native and Swift.

Strong communicator and collaborator

Obsessed with process improvement and excellent documentation

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY
BFA, New Media Design & Imaging
2000 - 2005

Relevant coursework covered interactive design, programming foundation, motion graphics, digital and film photography (including some lightroom time), 3D design and concepts, and video editing/compositing. Minored in art history and studied abroad in Italy for a semester.

GPA 3.5 – DEAN'S LIST.