

EDUCATION

Carnegie Mellon University
Pittsburgh, PA / 2008–2012
BFA Communication Design

ACTIVITIES & AWARDS

The Monster Project
DCUX Mentor Program

2022 TechX Divisional Level
finalist (Clarity)

SKILLS

Visual design
Figma prototyping
User research
Wireframing
Discovery research
Gathering requirements
Design systems
Design sprints
Journey mapping
Roadmap creation
Site maps
Workshop facilitation
Basic HTML, CSS, & Javascript

TOOLS

Figma
Sketch
The Adobe Creative Suite CC
Lucid Spark
Mural
Jira
Keynote

EXPERIENCE

Design Manager, Capital One
McLean, VA / January 2022 – Present

Hired two designers responsible for supporting multiple enterprise risk services (ESR) products. Provides design guidance, oversight, and mentorship to the ESR team, sets expectations and team norms, and helps promote a collaborative team culture. Works with the team to ensure exceptional design deliverables, adherence to best practices and standards, measurable impacts, and design integrity in the final products. Collaborates with design, product, and tech leadership to help identify cross-functional team priorities and set direction. Presents to senior leadership, serving as an advocate for user-centered design and continuous rapid improvement.

Principal Designer, Capital One
McLean, VA / May 2018 – January 2022

Led the UI/UX design for Clarity, Capital One's anti-money laundering and fraud investigator platform, as well as Eno, Capital One's virtual assistant. Planned, organized, ran, and analyzed user testing sessions. Presented findings from research to team members, key stakeholders, and product leadership. Worked with product and tech partners to gather and document feature requirements. Conceptualized new features and created interactive Figma prototypes. Championed the use and upkeep of a design library. Participated in strategy sessions and helped develop a future roadmap, often advocating for user needs.

Product Designer, WeddingWire
Bethesda, MD / September 2016 – May 2018

Worked with designers, developers, researchers, and product managers to drive interaction across WeddingWire's digital experiences and tools. Primarily owned product features from ideation through testing and iteration, including creating wireframes, Invision prototypes, visual mock-ups, and UX copy. Additionally worked closely with developers to implement and update designs based on user feedback. Designed for responsive web, Android, and iOS.

UI/UX Designer, O3 World
Philadelphia, PA / July 2014 – September 2016

Collaborated with designers, developers, strategists, and project managers on conceptualizing and creating digital products from requirements gathering and wireframing through production. Gained experience with iterative design and e-commerce, as well as design systems, discovery research, and user testing. Select clients include: La Colombe Coffee Roasters, The White House Historical Association, Vertex SMB, Vertex Inc., and Houghton International Inc.

Design Associate, BrightLine
New York, NY / August 2012 – July 2014

Worked with a team of designers, developers, and analysts to create data-driven, interactive, experiences for brands. Designed interfaces for Smart Televisions and other digital platforms, analyzed user behavior, contributed to business development, and offered client support. Select clients include: American Express, L'Oréal Paris, TRESemmé, Time Inc., and Jaguar USA.