

UX Designer with experience crafting physical products, digital workflows, and visual designs. From user research to user testing, visual design and animation to interactive prototyping, I approach problems from a holistic perspective. As we move beyond screens, I hope to create thoughtful solutions for interactive experiences.

## EDUCATION

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**Bachelor of Science, Interaction Design** Santa Monica College (Santa Monica, CA) Anticipated June 2022

- Graphic Design Associates Degree, 4.0 GPA

**Interaction Design Foundation (IDF) Certifications** Nov 2019 - April 2020

- How to Design for Augmented and Virtual Reality
- Gamification – Creating Addictive User Experiences

## WORK EXPERIENCE

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**UX / UI Designer** Activision, Demonware (Santa Monica, CA) June 2021 - present

- Lead user research & UX approach with cross-functional teams to build internal web-based applications
- Create wireframes, flows, and interactive prototypes for Call of Duty experiences
- Redesigned 4 pages of the Activision website and communicated with developers to implement

**UX / Visual Designer** Talaera (NY City, New York) Jan 2021 - June 2021

- Illustrated focused visual design to deliver client website with a 10.45% increase in user time on page
- Utilized After Effects to create custom motion graphics showcasing platform features
- Designed production-ready HR (Human Resources) dashboard interface

**QA (Quality Assurance) Specialist** Foundry (London, England) May 2013 - March 2017

- Wrote and executed manual test plans of over 45 test cases
- Documented human centric workflows between Flix and Adobe Photoshop

**Footwear Designer** ACI International (Los Angeles, CA) Nov 2005 - June 2012

- Designed & produced licensed, and private label footwear for Target, Payless, Kmart, and Walmart
- Oversaw design teams & development in 2 overseas offices
- Developed interactive product prototypes using Adobe Photoshop, After Effects, and Actionscript

## PROJECTS

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**Spex** Santa Monica College, Santa Monica, CA Spring 2021

- Created physical and digital 3D prototype using Fusion 360 for an educational AR spectacle
- Designed spatial interface concept and visualization with Figma, Maya, and After Effects

**Go Griffith** Santa Monica College, Santa Monica, CA Fall 2020

- Collaborated to create a mobile crowd density concept for a post COVID LA
- Executed interactive prototype in Adobe XD, AR concept in Aero, and vision video in After Effects

## AWARDS

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**2020 Design Challenge Winner** | Worldusabilityday.org • TAB Teachers Assistant Bot Concept Sept 2020 - Nov 2020

## SKILLS

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Figma, Adobe Suite, 3D prototyping, Interactive Prototyping, Wireframing, Design Research, Storyboarding, HTML, CSS