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Amazon

Senior UX Designer 10.2022 - Present

Improving the ways that customers around the world consider, try, buy, and retain Prime Video's paid digital products by launching new payment methods, refining content discovery experiences, and personalizing the cancellation flow to communicate the value of memberships and subscriptions.

Mailchimp (acquired by Intuit)

Principal Product Designer 1.2022 - 9.2022

Created a vision state for how Mailchimp integrates with a small business's complete tooling suite to make the most of their data and generate powerful marketing.

Senior Product Designer 1.2021 - 1.2022

Defined strategy and built a payments solution for Mailchimp Stores, an e-commerce offering that empowers and enables small businesses to get online and transact. Included onboarding, payments management, refunds, and reports.

JPMorgan Chase & Co.

Senior UX Designer 7.2019 - 12.2020

Delivered wearable and mobile app solutions including: the out-of-box experience that introduces customers to new feature releases and POCs demonstrating how customers might interact with banking on their Apple Watch.

Consulted across projects on a platform-level for Chase Mobile on iOS/Android in home lending, authentication, fraud and disputes, credit education, and aggregator domains to ensure that the end-to-end experience is cohesive.

UX Designer 6.2018 - 7.2019

Concepted, designed, and delivered experiences in payments, card security, and data aggregator contexts for chase.com and Chase Mobile in collaboration with product, tech, content, and research partners.

Business Analyst 7.2017 - 6.2018

Implemented work process to create stability in Hadoop cluster and maintain data integrity across 65+ person team. Captured requirements from stakeholders to deliver dashboards that provide business insights and analytics.

Software Engineer 7.2016 - 7.2017

Wireframed user flows to test and use insights to provide recommendations in development of a workflow management application used by over 3,000 global users. Spearheaded application redesign to increase usability and develop brand.

UX Technology Analyst 6.2015 - 8.2015

Interviewed users to assess needs and prototype designs for internal site that serves as one-stop shop for client needs and solutions. Designed assets and delivered site to improve ease in site navigation and modernize team brand.

Carnegie Mellon University

Class of 2016

B.S. Business Administration

Track in Business Technology

Minor in Human-Computer Interaction

skills

Design

Wireframing

Prototyping

Storyboarding

Interaction Design

Product Thinking

User Research

Usability Testing

Contextual Inquiry

Cognitive Walkthrough

Information Architecture

Mobile - iOS, Android

Responsive Web

Technical & Tools

Figma

Sketch

Miro

Invision

HTML/CSS

Hive

SQL