

## SKILLS

Cinematography, architecture, design fundamentals, storytelling, attention to detail, problem solving.

## WORK EXPERIENCE

### **Background Design and Visual Development Lead at Insert Media Studios** 01/2021 to 07/2023

- Background layout and design from storyboards of over 50 shots for short 2D animated film.
- Supervised designers throughout production to manage quality standards, art direction, and handoff to other departments in pipeline within a set timeframe to develop aesthetic and visual language for film.
- Designed maps and floor plans, and orthographics for interior and exterior sets.

### **Lead UX Designer at Warner Music Group** 06/2022 to 03/2023

- Led design of music release management system that sends many points of data into other systems that determine the label's releases and royalties and other data,
- Fast-paced deadlines, coordinated with developers, executives, and other teams to ensure timeliness and ideal functionality of features being pushed.
- Fully remote with team members across multiple continents.

### **Senior UX Designer at Compass** 12/2021 to 05/2022

- UX + UI of custom features of proprietary marketing app used by real-estate agents.
- Interviewed real-estate agents to gather feedback about design explorations.

### **Senior UX Designer at Huge** 07/2021 to 10/2021

- UX design using Salesforce UI to create management system for an assistant app.

### **Senior UX Designer at Isobar** 09/2020 to 01/2021

- Design and testing of Enterprise Car Rental's online platform in desktop and mobile formats.

### **Senior UX Designer at Frog Design** 08/2019 to 10/2019

- Research and brainstorming workshops for financial client's brand and business overhaul.

### **Senior UX Designer at Momentum Design Lab** 10/2016 to 05/2019

- Design of apps for startup clients with unique ideas ranging from functional data management dashboards to innovative concepts used in demos and conferences.
- Conducted brainstorming workshops, coordinated with developers and junior designers, held client review sessions, and usability tests.

## INDEPENDENT WORK

### **Self-Published Graphic Novel** 10/2015

- Writing, art, graphic design, and publishing of 70 page graphic novel.
- Awarded Kickstarter Staff Pick in Comic Books category, fully funded campaign.

### **Illustration for Clients and Personal Work** 08/2015–Present

- Illustration and design for marketing and interactive projects.
- Notable clients: Swarovski, Cushman & Wakefield, Expedia, Groupon.

## EDUCATION

**Illinois Institute of Art BFA, Visual Communication** 06/2004 to 03/2008

## MENTORING

### **Pursuit**

- Conduct mock interviews with software development students.
- Presentations on UX in the tech industry and career paths.