

UX/UI and IxD Designer accustomed to working in fast paced, iterative and highly collaborative environment of Agile/Lean UX. My approach is immersive, strategic and adaptive: aligning all aspects of UX to create products that are not just useful but *liked*.

Objective

Advocate for user based and data driven design that validates requirements and minimizes risk (Lean UX.). Inspire and be inspired through leadership, mentoring and collaboration.

UX/Process Proficiencies

Card Sorting · Research and Competitive Analysis · UX Strategies and Business Models · Informational Architecture · Visual Design · User Research and Testing · Persona Development · Mood boards · User Task Flows · Wireframing Prototyping · Development of User Stories · Agile · Lean Six Sigma

Work Experience

Houghton Mifflin Harcourt

Senior Design Architect (UX/UI and IxD)

2011–Present

- UX, UI and IxD for websites, web apps and mobile apps
- Key contributor of the HMH Player UX team. HMH Player is a revolutionary learning app (ISTE 2014 Best of Show Winner and 2015 Awards of Excellence Tech & Learning)
- Designer of assignments and windows management for performance tasks.
- Lead for enterprise wide HMH Download Center serving more than 50 million students in more than 150 countries

Senior Designer

2007–11

- Development, design, and concept of textbook programs. Worked in small teams to rapidly layout textbooks containing well over 1,000 pages.
- Designed individual stories from concept to execution. Supervised designers as well as outside design vendors.
- Oversaw implementation of templates and style sheets, commissioned: art, photography, and graphics.
- Directed outside composition vendors.
- Chaired a training committee that sponsored monthly “lunch time” Webex presentations by internal experts.

Holt, Rinehart and Winston

Designer (for literature textbooks for grades 6-12)

2000–07

- Contributed to developmental design/concepts of book interiors.
- Composed multi-page style guides that included specifications for typography, page types and graphics.
- Created: icons, diagrams, and photo-manipulation.

Education and Training

General Assembly: 12 week User Experience Design, taught by Ryan Snelson

School of Visual Arts: MFA

Rhode Island School of Design: BFA

Technical Skill Sets

Photoshop · Axure · InDesign · Acrobat · Fireworks · Illustrator · Microsoft Office · Google Drive/Docs · HTML · CSS · JIRA · Agile Methodology · Confluence · Wordpress CMS · Prepress Prep