

MAGIC+MIGHT

Chicago, IL / Seattle, WA

Senior Interactive Designer
Sept. 2019 – Present

Interactive Designer
March 2017 – Sept. 2019

Projects

- Designed key screens, built prototypes, and facilitated three rounds of in-person research for feature and app improvements to the hailing journey of an autonomous ride-sharing service. The final screen set and recommendations resulted in production and inclusion into the client's San Francisco-based beta program for further development.
- Led design of and oversaw the completion of a UI brand refresh for GreenstonePlus, a complex ESG data dashboard company, in an eight-week time frame. This fast and detailed execution led to scoping a second phase project to overhaul the UX side of the product.
- Led design of and managed a four-week proof of concept project for Ford Motor Company to visualize the digital ecosystem of a robust journey map for an autonomous delivery service, focusing on three primary users and multiple devices.
- Ideated, created, and refined multiple concepts to a luxury vehicle heads-up display system. The final system design resulted in travel to Shanghai to support user research in the Chinese market by guiding bilingual research facilitators through the interface design and goals of the research.

General Responsibilities

- Concept interaction models, sketch wireframes, and design interface screens for interactive products and systems.
 - Moderate user experience research by asking participants to explore a product prototype, attempt various tasks, and probe on their reactions, thoughts, and experience with the prototype in order to discover its usability strengths and areas for improvement.
 - Support researchers in analyzing and synthesizing qualitative data of UX studies in order to refine the design and/or form recommendations to clients.
 - Write and design reference guidelines for interaction models, usability principles for final system designs, and visual design specifications.
 - Present status updates, current state of design work, and final deliverables to clients.
 - Mentor junior designers as they begin learning Figma, specifically guiding them on best practices when creating library components for designers and developers alike.
- Led a variety of projects from conceptual exploration to final execution for brand identities, websites, print layouts and more.
 - Audited the inventory of internal and client facing branded documents at Pricewaterhouse Coopers to then create a library of 25+ templates that ensure brand consistency.
 - Built and maintained strong client relations with PWC' corporate design team which led to consistent and frequent work.
 - Designed website for Calgary Academy and oversaw production timeline by collaborating with third-party developers, while also managing client communication and needs.

MULTIPLE INC.

Chicago, IL

Designer
Oct. 2014 – Feb. 2017

UNIVERSITY OF MINNESOTA

Twin Cities, MN
Fall 2010 – Spring 2014

College of Design
Bachelor of Science – Graphic Design

GOOD AT:

Figma • FigJam • Sketch • Illustrator • InDesign • Procreate • Invision

FAMILIAR WITH:

Protopie • Principle • Monday • Asana • Dovetail