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## Education

### Quinnipiac University

Master of Science in Interactive Media and Communications (Ui/UX Focus) (2022)

### The Art Institute of Atlanta

Bachelor of Science in Web Design (2012)

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## Work Experience

### Cole Engineering - Senior Ui/UX Designer - September 2020 - Presently Working Here Remotely

- Lead multinational design teams for enterprise-level simulation software and digital training solutions.
- Partnered with leadership and clients to align design strategies with organizational goals and metrics.
- Managed agile sprints, backlog, and design deliverables using Jira and Confluence.
- Oversaw UX research and usability testing to optimize design effectiveness across platforms.

### VMware - Ui/UX Design Consultant - September 2019 - September 2020 - Remote

- Executed a full redesign of a legacy enterprise system, improving usability and customer satisfaction.
- Led stakeholder workshops and traveled nationwide for user interviews and feedback sessions.
- Delivered a solution that replaced a decades-old system, gaining high-level client recognition.

### Scientific Games - Lead Ui/UX/Product Designer - March 2017 - Sep. 2019 - Remote

- Oversaw UX design for digital lottery products and web platforms serving diverse industries.
- Conducted research, user testing, and prototyping to drive rapid, user-centered product development.
- Collaborated with marketing and product teams to establish company branding and digital presence.

### Sorbtech - Brand Designer - November 2012 - March 2017 - Atlanta, GA

- I wore multiple hats in this role: UI/UX Design, creating the company's branding, logo, and marketing.
- I designed a website that could allow various industries to search and purchase specific products.
- I conducted user testing and validation, created low fidelity and high fidelity mock ups and prototypes.
- I maintained the company's social media accounts and created the marketing material.

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## Professional Summary and Qualifications

Strategic Senior Product Designer and UI/UX Consultant with over a decade of experience helping Defense, Fortune 500 and enterprise level organizations create innovative, user-centered digital products. Proven ability to lead cross-functional teams, align design solutions with business objectives, and drive measurable outcomes through human centered design and data driven decision making.

UI/UX Design, Product Design, Wireframing, Prototyping, User Research, Design Systems, Agile Workflow, Jira, Confluence, Figma, Sketch, Adobe Creative Cloud, HTML/CSS, Stakeholder Management, Cross-Functional Collaboration, Usability Testing, Design Thinking, Data Visualization, Team Leadership, Auto-Layout, Ai collaboration, User-Stakeholder-Client Balancing.



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