Designer with over 15 years of experience building understanding and empathy for B2C and B2B organizations. I am seeking opportunities to work in an individual contributor role at a Lead/Principal level.

EMPLOYMENT

Pearson, Virtual Schools—User Experience Design Manager/Contributor
REMOTE—2022 TO PRESENT
- Build a high-performing and collaborative UX team, interview to hire, onboard and off-board.
- Partner with Product, Engineering, and Research to define the vision and strategy for Pearson K-12 Virtual School products (Enrollment, LMS, SIS, and Assessments).
- Collaborate with cross-functional teams (Product, Engineering, Marketing, Support, Training) to define requirements and success metrics.
- Work with Engineering to determine design implementation, feasibility, and tradeoffs.
- Lead and mentor UX team members in their work and career, cross-team collaboration, and design critiques.
- Serve as an individual contributor, user journeys, high, low-fidelity mock-ups, and review front-end pull requests.
- Partner with engineering leads to implement best practices for design-system components within Figma and React. Contribute to the design system repository via code reviews. Familiar with git and front-end practices.
- Conduct accessibility reviews to meet WCAG 2.1 standards. Advise design, engineering, and quality team members on A11y standards.
- Partner with UX, Marketing, and Efficacy Research teams for continuous feedback on design solutions.

Pearson, Virtual Schools—User Experience Design Specialist
REMOTE—2018 TO 2022 (4 YEARS)
- Partner with multidisciplinary teams (Product Managers, Engineers, Researchers, and UX Design peers) to define product strategy and solve the correct problems for customers while meeting the needs of the business.
- Encourage collaborative working relationships within the UX Team, Product Management, and Software Development—advocate for improved "UX Ways of Working" and efficiencies.
- Plan and facilitate design thinking workshops with internal stakeholders.
- Mentor UX design peers and advocate positive change. Host weekly team syncs, design feedback sessions, and professional development.
- Advocate for an internal design system and design operations with product management and software development (Web Components, React, HTML/CSS, JS).

Pearson, Virtual Schools—User Experience Design Manager
COLUMBIA, MD—2017 TO 2018 (1 YEAR)
- Mentor and support members with design reviews and deliverables.
- Assist UX Director with project planning and resources.
- Weekly one-on-ones with direct reports, listen, and assist in unblocking any project requirements.

EMPLOYMENT

Pearson, Virtual Schools—Senior User Experience Designer
COLUMBIA, MD—2015 TO 2017 (2 YEARS)
- Provide end-to-end customer design solutions (user interviews, affinity mapping, journey maps, wireframes, high-fidelity visuals, prototypes, usability).
- Create practical user interface designs using responsive and mobile-first design techniques.
- Apply visual design principles using color, layout, typography, and interaction design best practices.
- Recognize, advocate, and conduct user-centered research with cross-functional teams (product management, design peers, engineers, and business stakeholders).
- Pick the correct tool for the situation: Paper/Pencil, Writing, Figma, MS Code, HTML/CSS, JS, Git Workflow.
- Effectively utilize writing and sketches to communicate product vision so stakeholders can understand the end-to-end design journey.

Connections Education—User Experience Designer
COLUMBIA, MD—2013 TO 2015 (2 YEARS)
- Analyze and improve conversion rate optimization for the school enrollment process.
- Apply a mobile-first design strategy to re-design a legacy school enrollment platform.
- Audit an existing enrollment platform for accessibility violations and partner with software development to implement fixes.

Avvo.com—User Experience Designer
SEATTLE, WA—2007 TO 2013 (6 YEARS)
- Direct UX design efforts from concept to production with product management, engineers, and research.
- Plan and conduct usability on new and existing product features.
- Rapid prototypes via functional prototypes.
- Develop and advocate for an internal style guide.

Microsoft—User Interface Designer
REDMOND, WA—2006 TO 2007 (1 YEAR)
- Provide design specifications to MS Office UX Design Team members.
- Build MS Office Demos in Flash for MS Solutions Showcase Team.

EDUCATION

Professional Development
UX Patterns, Accessibility WCAG, Design Systems, Front-End Development, Git Workflow

Multi-Media Design, Trade Certificate
RALEIGH, NC—1998
Living Arts College, School of Communication Arts

Commercial Art & Advertising Design, AAS
FAYETTEVILE, NC—1995 TO 1997
Fayetteville Technical Community College