



EXPERIENCE

Lead Product Designer (UX/UI)
HR Cloud / Neogov

October 2015 - Present
El Segundo, CA

- Work closely with the Creative Director in the Product Development team to design intuitive user experiences and clean user interfaces for HR Cloud's suite of HRMS web based and mobile applications.
- Delegate design tasks to fellow designers and illustrators within our team to ensure timely delivery of quality assets.
- Regularly meet with high-level stakeholders as well as the CEO to review all aspects of design throughout the entire company including UX and UI design, art direction, branding and marketing.
- Manage and maintain design work from myself and other designers to ensure accuracy and consistency of UI design.
- Communicate frequently with Front-End and Back-End Developers in order to manage proper delivery and functionality of UI components.

Senior Product Designer (UX/UI)
Ubiquiti Networks

August 2014 - September 2015
Culver City, CA

- Lead Ubiquiti's web team in all aspects of site user experience, UI design, maintenance and product releases.
- Work closely with the Front-End and Back-End Developers to ensure all UX and UI functioned properly and consistently across the entire site.
- Gathered user feedback and analytics to aid in the redesigned user experience of Ubiquiti's high-traffic Support and Download page.
- Designed numerous micro-sites for new product releases which involved gathering marketing copy, creating graphical assets from 3D mechanical engineering models and developing announcements which would be sent to 70,000+ subscribers.
- Distributed tasks across our team via JIRA for all projects.
- Communicated with high-level stakeholders, engineering teams and documentation teams to ensure all technical requirements were met for product releases.

Product Designer (UX/UI)
REVOLVE Clothing

August 2013 - August 2014
Cerritos, CA

- Collaborate with the Product Development team on various layouts and interactive user features on REVOLVE's e-commerce desktop site, mobile site and iPhone app including size guides, login and registration userflows and social media integration.
- Work closely with the Front-End, Back-End and iOS Development teams to ensure all user interface designs look and function properly as well as work through bug fixes in order to maintain a consistent and intuitive user experience throughout all platforms.

UX / UI Designer
Iconmobile

June 2013 - September 2013
Santa Monica, CA

- Completed unfinished user interface screens provided by Samsung, while adhering to the established wireframes.
- Design specification document for Samsung's set-top-box television, mobile and tablet user interface.
- Identify and document pixel measurements for all UI screens and components.

Art Director
Various Advertising Agencies

June 2011 - June 2013
Los Angeles, CA

- Provide Freelance Art Direction to many top entertainment advertising agencies including BLT Communications, Ignition Creative, The Refinery, Iconisus L&Y, Wong Doody, Petrol Advertising and Proof Creative Group for the development of feature film and videogame campaigns.
- Design web user interface comps for Cedars-Sinai, ESPN College Gameday and Wong Doody rebrand.

EDUCATION

Bachelor of Fine Arts, Graphic Design
California State University, Fullerton

May, 2011
Fullerton, CA

SKILLS

User interface / visual design
User-focused product design
UX design & usability research
High & low fidelity wireframes
High fidelity mock-ups
User-flows and site maps

Prototyping & testing
Art / creative direction
3D rendering & compositing
Animation & photography
Cross-department communication
Project management & leadership

PROFICIENCIES

Sketch
Photoshop CC
Illustrator CC
InDesign CC
Invision
After Effects CC

HTML / CSS / JS
Prototyping
Cinema 4D R16
Agile Development
JIRA
Trello