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OBJECTIVE

To work on a team that empowers people to create, learn, and empathize with one another through products that are easy and enjoyable to use.

RELATED SKILLS

3D Modeling	Motion Graphics
Adobe CC	Obj-C / iOS
Affinity	OmniGraffle
Diagramming	OpenFrameworks
Arduino	Photography
Axure	Processing
Contextual Inquiry	Sketch
Html/CSS	C# / Unity
Java / Android	Usability Testing
Javascript	Video Production

RELATED EXPERIENCE

- Don't teleport. Fly!
2016 ARTICLE ON VR LOCOMOTION
- "Yeah, I can fly."
2016 ARTICLE ON VR RAPID PROTOTYPING
- HVR
2016 SELF-DIRECTED VR GAME
- Ad Campaign for 'The Spirit' film
2008 SAN DIEGO COMIC CON INTERNATIONAL

AWARDS

- CoRPS - Best use of SendGrid API
SENDGRID / PENNAPPS 2014
- Tango - Most Innovative Hack
DROPBOX / HACKCMU 2013
- Highest Honors Class of 2009
AICASD - GRAPHIC DESIGN
- President's List 2006-2009
AICASD - GRAPHIC DESIGN
- Interactive Media Award
2009 AIGA PORTFOLIO EXHIBITION
- Published Work / Hoover: Power Ad
GRAPHIS NEW TALENT ANNUAL 2009
- Bronze Advertising Award
SAN DIEGO 2008 ADDY'S

EDUCATION

Masters of Human-Computer Interaction
CARNEGIE MELLON UNIVERSITY 2014

Bachelor of Science in Graphic Design
AICA SAN DIEGO 2009

Hello!

I am a UX and product designer based out of San Francisco, CA and have spent my career solving problems for companies of all sizes and stages. I love to connect the dots between complex concepts with clever analogies, and I'm a big believer in showing rather than telling.

EXPERIENCE

Pushed the boundaries of VR locomotion with a first-person flying game without simulation sickness

YVR / Co-founder and Designer / JUL 2016 - CURRENT

- Designed, developed, user tested, and shipped a VR game called HVR in 4 weeks
- HVR garnered over 7,000 downloads in its first 3 weeks
- Founded a design collective of passionate VR designers to tackle virtual reality's biggest UX and UI challenges

Improved trust, safety, and teamwork across the industrial supply chain

PARSABLE / Director of UX / OCT 2014 - JUL 2016

- Introduced design thinking and research to the company through hands-on workshops
- Took broad business goals and defined them as human-centered design problems.
- Worked on cross-functional teams to drive the product strategy and inform design decisions with user research.
- Created a mobile, web, and wearable software platform that that addressed the need for trust, safety, and collaboration across the industrial supply chain.
- Scaled the design team and process as the company grew from 11 to over 30 people.
- Helped take the company from a \$7.8m Series A to a \$20m Series B.

Reimagined Bloomberg's calendar and mobile scheduling workflow

BLOOMBERG (Capstone Project) / Lead Interaction Designer / JAN 2014 - AUG 2014

- Facilitated brainstorming workshops with clients and amongst the team.
- Defined the problem space through contextual inquiries, and other research methods.
- Collaborated to develop a new qualitative research method called Sensory Association to discover emotional triggers related to current scheduling and calendaring workflows.
- Communicated our results in the form of high fidelity UI, reports, and a concept video.

Helped people relive memories with an augmented reality mobile app

HEWLETT PACKARD / Software Design Engineer / OCT 2011 - AUG 2013

- Led an agile cross-functional team through release and iteration of HP Live Photo, a free augmented reality consumer iOS/Android app that overlaid videos on top of photos.
- Facilitated concept evaluation, concept validation, and usability testing.
- Pending patent for "Device for Identifying Digital Content" (US700215167W001)
- Augmented reality subject matter expert, video producer, and prototyper for a TEDx San Diego presentation on the future of augmented reality.
- Prototyped augmented reality apps and concepts to demonstrate use cases and future visions to key executives and business partners.

Created advertisements and apps for Intel, Sony, Adobe, and more

LE CREATIVE CONSULTING, LLC / Freelance Designer / FEB 2007 - OCT 2011

- Worked on global advertising campaigns for top brands: Intel, Sony, Adobe, United Healthcare, JP Morgan + Chase, ShareThis, Deuce, Qualcomm Snapdragon.
- Provided visual, interactive, and video design solutions for digital agencies: Metajive, E-factor Media, Cook + Schmid, MJD Interactive.