

I find design to be the perfect outlet for my naturally inquisitive, infectiously enthusiastic, and positively optimistic personality. I welcome every challenge as an opportunity to learn new skills and improve on my existing abilities. I enjoy working with others, the pressure of tight deadlines, and making bad jokes.

## EXPERIENCE

### LEAD UX DESIGNER/MANAGER – SENSORY DESIGN & ACCESSIBILITY

**Comcast, Philadelphia | March 2020–Present**

- Improved accessibility across Comcast experiences and devices through cross-team collaboration; providing expertise to UX/UI, hardware, and product designers to create multi-modal experiences that provide benefits for all
- Gained and applied expertise in multi-modal design, including the choreography between visual, audio and tactile feedback in hardware and product experiences
- Collaborated with team leaders to frame product strategy to craft the long, medium, and short term opportunities for sensory design; including conducting workshops and independent research as needed
- Improved the overall user experience by working side-by-side by with research leads to conduct usability testing on accessibility and sensory experiences in our products
- Utilized strong presentation skills to share updates and design initiatives with senior leadership; providing guidance and support to fellow designers and direct reports

### SENIOR UX DESIGNER – VOICE EXPERIENCE

**Comcast, Philadelphia | January 2018–March 2020**

- Created multiple voice experiences that delight voice remote users, owning the design process from beginning to end
- Utilizing existing design patterns and systems, as well as a general understanding of design for the 10-foot space to support voice control features in entertainment
- Explored taking voice to new levels through conversation design, voice education, personalization and multi-modal voice interactions

### USER EXPERIENCE DESIGNER

**Think Company, Philadelphia | June 2016–January 2018**

As a designer at Think Company I worked at Comcast on the Entertainment team supporting experience design for the 10-foot space: increasing content discoverability, customer engagement, improved Parental controls and expanded app integration.

### JUNIOR INTERACTION DESIGNER

**Bresslergroup, Philadelphia | June 2016–January 2018**

As a contractor at Bresslergroup I worked with the Interaction Design team creating working prototypes, conducting user research, developing wireframes, and laying out detailed spec documents for developers on IoT devices.

### SENIOR GRAPHIC DESIGNER & BRAND MANAGER

**Various locations | 2006–2015**

As a graphic designer I learned the principles of strong, clear, and eye-catching visual design with a focus on print media such as travel brochures, marketing, large and small format advertising, and logo design.

## SOFT SKILLS

Leadership  
Problem-solving  
Communication & Collaboration  
Design thinking  
Research & Strategy  
End-to-end UX  
Voice & Conversation design  
Content design  
Multi-sensory design

## HARD SKILLS

Presentations  
Documentation  
Figma  
Adobe Creative Cloud  
Sketch  
Microsoft Products  
Miro  
Confluence

## EDUCATION & CERTIFICATIONS

### INTERACTION DESIGN FOUNDATION (IXDF)

**Online**

**January 2023–Present**

Currently engaged in earning a certificate in Accessible Design and UX Management.

### UX/UI CERTIFICATE

**DESIGNATION, Chicago  
February 2015–May 2015**

Completed an intensive UX/UI certification with a focus on User Experience design.

### B.S. GRAPHIC DESIGN

**Art Institute of Philadelphia  
2001–2005**

Graduated with honors from the Art Institute of Philadelphia with a focus on visual design.