



## Experience

● **IA/UX Designer** 05.22 - 05.23  
**- Marriott Vacations Worldwide**

Responsible for crafting user experience across 5 websites, including owner portal web applications for Marriott Vacations Worldwide. UX work: mapping out user journeys, information architecture updates, managing full end-to-end user experience from first notification to confirmation emails. Team work: collaborating with copywriters, visual designers (including compliance efforts), and providing documentation for agile development teams.

● **UX Designer - Spirion** 04.20 - 08.20

Owned self-service learning platform for data discovery, persistent classification, and behavior software company. Created scaffolding to empower users and establish software's value. Collaborated with internal subject matter experts and development team to understand the product's complexities and boundaries. Work included: legal, technical, and psychological research.

● **UX Designer - Healthfirst** 07.17 - 11.19

Collaborated in an agile workflow with subject matter experts and external development team to redesign Healthfirst's provider portal. Worked with internal design and development teams on the complete overhaul of Healthfirst's corporate website. Work included: user research, wireframe creation, style guide creation, usability testing, development hand-off, and QA.

● **UX Consultant - Full Bleed Printing** 03.17 - 06.17

Worked with full-service print production company that serves both Fortune 500 companies and local artists. Utilized stakeholder interviews and competitive research to address their digital and brand concerns.

● **UX Consultant - The ANDI Brand** 01.17 - 02.17

Redesigned the website of a national handbag company. Their multi-functional products can be found at Equinox locations throughout the United States. Work included: unifying their brand message, aiding customer understanding of this message, implementing e-commerce standards, and supporting ease of conversion.

● **User Experience Design Immersive** 11.16 - 02.17  
**- General Assembly**

Produced 5 two-week long UX projects in team environments. Our work spanned: feature additions, product design, app design, and retail optimization. Research methods included: contextual inquiry, heuristic analysis of comparative and competitive companies, card sorting (information architecture), surveys, user interviews, and usability testing.

● **Graphic Designer - Freelance** 09.14 - 11.16

My design projects ran the gamut of digital fitness magazines to documents that would be distributed to members of congress. I created logos for non-profits and laid out reports for healthcare companies. The bulk of my work was designing interactive iPad experiences for gala events.

## Skills

- Working Across Teams
- Managing Ambiguous Tasks
- Learning New Software
- Managing Last-Minute Pivots
- Working in High-Stress Situations
- Understanding and Balancing Needs of Business and Clients

## Tools

- Sketch
- Adobe XD
- Figma
- Axure

## Education

● **General Assembly**

UX Design Certificate

● **Shillington School**

Graphic Design Certificate

● **University of Vermont**

BA in Psychology