

*UX Designer with 5 years in design leadership roles and a deeply cross-functional skill set*

## Technical Skills

|                        |                      |                      |                  |                                |
|------------------------|----------------------|----------------------|------------------|--------------------------------|
| Rapid prototyping      | Native Mobile Design | Audio Engineering    | Videography      | Data Analysis & Visualization  |
| Wireframing            | Responsive Design    | Processing & Arduino | Final Cut Studio | Agile/Scrum Methodology        |
| Interaction mapping    | HTML5, CSS3 & SASS   | Adobe Creative Suite | AngularJS        | Speaking, Writing, & Listening |
| User/Usability testing | JavaScript & JQuery  | OmniGraffle & Sketch | Python & Django  | Basic Knowledge of German      |

## Employment

**Product Designer** Kensho Technologies (Koto, the national security division of Kensho) *May 2017–Present*

- Designed UX/UI of analytic tools that empower geopolitical analysts in research and decision making.
- Designed data visualizations to clearly communicate statistical data
- Built demo prototypes and coached a young front-end engineer on HTML and CSS best practices
- Managed graphic identity

**Director of User Experience** Fast Orientation, Inc. (PEEQ) *April 2015–Feb 2017*

- Designed UX/UI of the responsive web interface for PEEQ, a new kind of network security product.
- Created user flow diagrams, sketches, wireframes, and prototypes of proposed features.
- Architected HTML, Sass, transitions, & responsive behavior; wrote many AngularJS components.
- Led planning, retrospective, and stand-up meetings whenever scrum master was out of the office.

**Director of User Experience** HomerLearning, Inc. (Learn with Homer app for iPad and Web) *Sept 2014–Jan 2015*

**Product Manager, UX Designer** HomerLearning, Inc. (Learn with Homer app for iPad and Web) *Sept 2012–Sept 2014*

- Built a prototype of the app that enabled Homer's founder/CEO to raise over \$4MM in seed funding.
- Crafted an intuitive user experience for the iPad app that has been used by millions of 2–7-year-olds, connecting 100s of stories, songs, nonfiction lessons, and a 22-level sequential phonics curriculum.
- Guided the UX of a new HTML 5 web app, based on Homer's award-winning app for iPad.
- Designed and conducted 100s of usability tests on iPads & laptops w/children aged 2–7 and parents.
- Led focus groups w/parents & developed surveys to inform decision-making around usability & value.
- Managed a team of developers, illustrators, & animators until I recruited Homer's CTO & art director.
- Collaborated with team to set realistic timelines for content production, upload, & quality checks.
- Prepared & managed content and feature quality checks before app & web updates. Prioritized fixes.
- Programmed key website features (HTML5/SASS/CSS3/JavaScript/jQuery/Django/Python/Google Analytics/Kissmetrics) & designed and implemented the website's responsive behavior.
- Implemented custom tracking, analytics, & reporting for Homer's website and iPad app.
- Customized an open-source typeface for the app, to make letterforms easier for children to read.
- Wrote technical FAQs & customer support responses; managed customer support until May 2014.
- *2014 Awards for Homer:* Appy for Best Educational Game, 10 top banner features on the App Store, Mobile Future's "Mobiley," Editor's Choice from Common Sense Media, +8 more...

**User Experience Designer & Front-End Developer** Parsons, The New School for Design *May–Sept 2012*

- Designed interaction flows and wireframes for a web-based vulnerability mapping system for the International Federation of Red Cross/Red Crescent Societies.
- Designed UX for entry, retrieval, & visualization of vulnerability data, optimizing the UX for field workers who input info, and decision makers who need to access information at a micro & macro level.
- Developed front-end (HTML/CSS/JS) for integration w/existing database & mapping framework.

**Information and User Experience Designer** Eurasian Harm Reduction Network (EHRN) *June 2011–Mar 2012*

**Teaching Fellow** Parsons, The New School for Design *August 2011*

**Freelance Work** in digital design, development, and strategy; theater; and video. *June 2006–Present*

## Education

**Parsons, the New School for Design** New York, NY *2010–2012*

*Degree:* MFA in Design and Technology (2012)

*Honors/Awards:* Award winner of "The New Challenge" • Parsons/OSF Fellow in Info. Design • Dean's Scholarship.

**Massachusetts Institute of Technology** Cambridge, MA *2002–2006*

*Degrees:* SB in Physics and SB in Theater Arts (2006)

*Honors/Awards:* Arts Scholar • Burchard Scholar for Humanities, Arts & Social Sciences • Edward S. Darna Award for Excellence in Theater • Emerson Scholar • Ragnar & Margaret Naess Award • Thomas D. Cabot Scholarship.