

I want to make a living using design to improve peoples' lives.

## WORK EXPERIENCE

[UX/UI Designer](#) / Elevat / Seattle, WA / Fall 2018 - Fall 2019

Lead a UX redesign effort of Elevat's IoT platform, into a more cohesive experience as the first designer. Created visual designs for marketing, turned research findings into high fidelity mockups, helped shape Elevat's product design. Conducted user research and turned findings into UX enhancements. Handed off design specs to dev. Mentored UX design intern.

[UX/UI Designer](#) / Jobscan / Seattle, WA / Winter - Spring 2018

Led user research, and turned findings into design specs. Used research tools like Hotjar and Mixpanel to inform design decisions. Created mockups and wireframes for redesigns and new features. Conducted a UX audit of Jobscan's website. Found and addressed usability issues. Designed visual assets from icons to general graphics. Created and updated a style guide. Worked closely with engineering on projects, taking an iterative approach. Assisted with front-end development.

[User Experience Design Intern](#) / Concur Labs / Bellevue, WA / Summer 2017

I worked on forward thinking projects aimed at integrating Concur products into future spaces. I had the opportunity to use emerging technologies such as AR, VR, and smart devices. I went through a UX process from research, to ideation, finally culminating in a physical prototype.

[Freelance Designer](#) / Stryve / Seattle, WA / Winter 2017

Worked with a startup to help create a video for social media marketing purposes. Worked included defining narrative structure, storyboarding, cutting footage, and compositing work. Video assembled in After Effects.

[Graphic/Web Designer](#) / Joseph Zimmer DDS / Seattle, WA / Fall 2016

Created different types of branding such as logos, business cards, notepads, and letterheads. Redesigned the practice website.

[Software Engineering Intern](#) / The Landlord Guru / Washington DC / Summer 2015

[Front End Design Intern](#) / We The Players / Washington DC / Spring 2015

[Software Design Intern](#) / InterGen / Seattle, WA / Summer 2014

[Front End Developer Intern](#) / ProtoExchange / Hamilton, NY / Summer 2013

## EDUCATION

[University of Washington](#) / Seattle, WA / 2015 - 2016  
Masters of Human Computer Interaction and Design

[Georgia Institute of Technology](#) / Atlanta, GA / 2010 - 2014  
Bachelors of Science in Computational Media

## SKILLS

UI/UX, Interaction Design, Prototyping, User Research, Hotjar, Mixpanel, Invision, Visual Design, Voice, AR, Usability Testing, Personas

After Effects, Premiere Pro, Illustrator, Photoshop, Adobe Creative Suite, Cinema 4D, Motion Graphics

HTML, CSS, JavaScript, Java, C, Python, JQuery, Git, AngularJS, PHP, D3, Bootstrap, p5, Arduino

## Freelance

[Video Editing / Post Production](#) / August 2013 - Current

In my spare time I work on short films, and more creative narrative driven content. Currently working on a short film shot on a RED camera.

[Passive Haptic Learning-Steno Team](#) / Spring 2014

A research project focused on determining how well people perceive haptic vibrations on different fingers. Project included user studies about human perception and haptics, as well as interaction design and industrial design work.

[AirServ Website Improvement](#) / Spring 2016

Assisted the non-profit company AirServ International by updating code, images, links, and video on the website.

[Ted's Apocalypse Mobile Game](#) / Winter 2015

Helped design an iOS game in team of 5 developed in Xcode, which then migrated to Unity.

[Sketchworld Mobile App](#) / Winter 2013

Helped design an augmented reality mobile app where users can share drawings "placed" in the real world. Currently finishing.