

EXPERIENCE

NexHealth

2024 - 2025

Senior Product Designer

- Sole Designer on the Payments team, the highest revenue team in the company.
- Increased per-location revenue by 40x with new payment terminal experience.
- Regularly conducted user research with end users & business owners.
- Routinely balanced changing goals & swiftly moving initiatives.
- Managed the design system & Figma component library.
- Active member of an internal frontend focused engineering group.

Apple 2022 - 2024

Senior UX Designer, Contract

- Designed cross-platform for Mac app, iOS app, and Web interfaces.
- Collaborated across multiple developer & product teams.
- Designed for a very large diverse user base of internal & external users.
- Routinely presented work to stakeholders, developers, and fellow designers.
- Able to navigate the codebase to understand implementation, and make design changes when appropriate.

Nearside 2021 - 2022

Senior Product Designer

- Designed for multiple products across web, iOS, and Android platforms.
- Lead designer on a new term loan product, launched to a subset of existing users.
- Planned a phased engineering plan for a complete product rebrand.
- Led the Design Systems Team to ensure consistency and scalability.
- Mentored several interns throughout their tenure with Nearside.
- Proactively initiated process improvements to the EPD workflow.

August 2016 - 2021

Lead Product Designer, iOS & Android apps

- Lead a team of 3 designers for internationally used iOS and Android apps.
- Helped to design and fully realize a scalable server driven product platform.
- Ran a complete pilot program to test viability of in-home delivery.
- Collaborated with stakeholders from worldwide markets to integrate new products.
- Internationalization of iOS and Android apps.
- Designed, coded, and deployed in-app content for installation guides.
- Promoted multiple times from UX Design Intern up to Lead Product Designer

EDUCATION

Academy of Art University

2016

Bachelor of Fine Arts, Web Design & New Media

SKILLS

- Figma and Sketch
- Prototyping

- Al prompting
 Al code generation
 Adobe Creative Suite
 Mobile iOS & Android
- Usability Testing
- Motion Graphics
 - Design Systems
 - Copywriting
 - SwiftUI
 - HTML, CSS, Javascript
 - Visual Design

- Flowcharting Tools
- Notion
- Xcode and Android Studio
- Git, Github, BitBucket
- · Jira and similar tools
- Data collection & analytics