

Experience

Freelance

Front End Developer
Product Designer
2024 - 2025

My current role involves working with design and product leaders at a range of companies on various design and front end development projects. Some of the clients include: Moments Lab, where I'm the lead designer on a new product we are building to empower creators and video editors to streamline their workflow and create faster using AI; a mid-sized research firm (under NDA) where I am designing and coding a front end experience that allows researchers to more easily create, distribute and analyze survey data, and Logitech where I am shaping the next phase of key features of Streamlabs, their popular streaming platform.

Jellysmack

Senior Product Designer
2022 - 2024

While working at Jellysmack, I led design on digital products used to support creators and help them go bigger. My role encompassed major aspects of the digital product design process: meeting with stakeholders and users to conduct interviews about new products and initiatives, creating user flows and diagrams, designing low and high fidelity mockups and prototypes, and providing handoff documentation to developers. Additionally, I led a cross functional design and front end development team to set up Sonar, Jellysmack's first design system.

Code and Theory

Front End Developer
2019 - 2022

At Code & Theory, I was responsible for building visually innovative and performant mobile and web applications for a variety of clients including smaller companies as well as established brands like Prudential, Johnson & Johnson, CNN, and Comcast. The scope of each project varied, but included large corporate redesigns encompassing multiple websites, mobile applications, and experiential marketing sites, using technologies like React, React Native, and Angular. My responsibilities involved building components, integrating front end interfaces with back end APIs, code reviews, and working with clients, designers, and producers to resolve issues and move projects forward smoothly.

Crush & Lovely

Senior Front End Engineer
2017 - 2019

At Crush & Lovely, a boutique digital product agency, I was responsible for designing and prototyping websites and mobile apps for various clients, primarily using React, which ranged in size from fortune 50 companies to small non-profits. I worked on an interactive map for a large bank that provided mortgage information as well as an interactive course for junior high students focused on preventing gun violence. In particular, I was a principal engineer to a project within Comcast, Quil Health, whose goal was completely re-imagining health care through a variety of digital channels including a website, OTT service, and mobile app built using React Native.

SkilledUp

Product Designer
2014 - 2016

At SkilledUp, I was the principal designer for an app, SkilledUp Academy, focused on mentor based online learning. On our ten person team, I was responsible for designing the online app experience for three main user types - learners, mentors, and success coaches as well as conceptualizing marketing needs and prototypes for future products. Additionally, I was responsible for distilling feedback from various user experience exercises like user interviews, design sprints, and meetings with developers and stakeholders into new features or design directions. I was also responsible for implementing new features into the Ruby on Rails codebase based on approved designs.

Peppercomm

User Experience Designer
Front End Developer
2010 - 2014

At Peppercomm, I worked with communications professionals, project managers, and developers across a variety of disciplines to conceptualize design directions for corporate websites, marketing campaigns, promotional videos and brand identity design. For most of our web projects, I was responsible for creating wireframes and site maps, providing feedback to members of the PR and creative team about concepts and strategies as well as technical considerations for online media. Additionally, I was also responsible for presenting design directions to internal and client stakeholders.

Skills

Web Development

Advanced knowledge of HTML and other templating languages, JavaScript and popular JavaScript frameworks (Angular, React, React Native, Vue, and Storybook), and CSS (vanilla, SASS, and Tailwind) as well as popular CSS organizational patterns. Advanced knowledge of developer tools such as Git, Webpack, NPM, and popular text editors. Advanced knowledge of Wordpress, Drupal, and Contentful. Knowledge of Adobe Experience Manager. Highly comfortable with Ruby on Rails and Go.

Product Design

In-depth understanding of design principles of composition, motion, typography, user interface and experience design. Experience conducting user research, including user interviews and usability testing. Advanced knowledge of design and prototyping tools including After Effects, Figma, Framer, Illustrator, Photoshop, Sketch, and Cinema 4D. Experienced with writing detailed technical annotations for dev handoff.

Education

University of Cincinnati

Cincinnati, OH

- College of Design, Architecture, Art and Planning
- Bachelor of Science, Design
- GPA: 3.9
- Graduated with honors

Hochschule für Gestaltung und Kunst

Basel, Switzerland

Two week workshop with focus on experimentation in interaction design taught by Michael Renner and other digital design pioneers.

Awards

W3 Awards

pgim.com, washingtonfootball.com

American Web Design Awards

walinska.com

Engine 30

Selected as a fellow to participate in multidisciplinary journalism program, Engine 30.

Business Intelligence Group

pgim.com