

Experience

UI Design Lead

Kiwi, Inc

May 2014 – Present

- UI/UX Lead for the mobile games, with a focus on developing for Android.
- Art direction, task management, and mentorship for a team of Artists and UI designers in a start-up environment
- User experience design. Wireframes, animatics, user flows, edge cases, etc.
- Cross-disciplinary collaboration: work with product team to optimize existing features and develop new features, collaborate with developers and Q/A to implement
- Documentation of internal best practices, process, design standards, case studies, and resources

UI/UX Designer

Disney Interactive/Playdom

October 2009 – May 2014

- UI/UX design for mobile applications
- UI/UX design for social media-based online games
- Work as part of a team to design and build innovative user interface that is technically feasible and meets product specifications
- Multi-task, work independently, and manage deadlines
- Populate and manage a UI HUB documenting process, design standards, case studies, and resources
- Utilize best practices for user-centered interface and interaction design

Creative Director

Burrill & Company

December 2008 – October 2009

- Design and production of annual publications and various digital media
- Maintain corporate branding standards
- Design, build, and distribute online marketing campaigns, weekly e-newsletter, etc.
- Web design and content management

Graphic Designer

Burrill & Company

October 2007 – December 2008

- Support creative director in design and production of annual publications and various digital media
- Design, build, and distribute online marketing campaigns, weekly e-newsletter, etc.

Production Designer

Pottery Barn Teen

January 2007 – October 2007

- Graphic design of collection handbooks
- Textile illustration, design and production
- Textile Q/C, extensive coordination with international vendors to maintain design and quality standards

Senior Student Design Intern

IMC Graphics Studio

August 2005 – December 2006

- Publication design and production
- Client consultations and presentations
- Peer advising
- Work within budget(s)
- Digital pre-press

Software

Fluent knowledge:

- Photoshop
- Illustrator
- Flash
- InDesign
- Balsamiq
- InVision
- Powerpoint

Working knowledge:

- X/HTML
- CSS
- Dreamweaver

Education

California State University, Chico

Fall 2001 – Fall 2006

- BA, Communication Design, Graphic Design option
- Minor: Art History

CSU Study Center Florence, Italy

Fall 2003 – Spring 2004

- Art History
- Italian language, culture, and politics

Awards/Acknowledgements

Graphic Design Student Show

California State University, Chico

- Best in Publication Design, Storyboard Design, and Illustration, 2006
- Best in Direct Letter forms, and Illustrated Letters, 2005

Type Rules!: The Designers Guide to Professional Typography

By: Ilene Strizver, Second Edition

- Experimental typeface-design, published 2005

Berryman Family Scholarship

- Awarded Fall, 2005