

Work Experience

Wild Blue Technologies

Senior Interaction Designer

APR 2017 – PRESENT | DE PERE, WISCONSIN

- Lead and manage cross-functional teams and projects while consulting and communicating professionally with clients
- Formalize and implement user experience design best practices and processes across the organization
- Form project scope, strategy and proposals

Interaction Designer

JUN 2013 – APR 2017 | DE PERE, WISCONSIN

- Implement user-centered design principles to develop prototypes and design systems for interactive applications
- Serve as a liaison to facilitate communication between design and development teams to streamline projects
- Front end programming for a wide range of websites and web applications, including ecommerce
- Management and oversight of internship program; hiring and mentoring interns
- Application of strategic thinking and problem solving across many design disciplines
- Management of projects under tight deadlines, while working independently and within teams
- Collaboration with developers on interactive projects, including: websites, ecommerce solutions, interactive installations, desktop applications and mobile applications

Marshfield Clinic

User Experience Designer

JUN 2013 – JAN 2013 | MARSHFIELD, WISCONSIN

- Served as a user experience designer and project manager for a sleep data collection application used in clinical research studies
- Worked in a user testing lab as a moderator for test scenarios; evaluated the application's performance

Education

Bachelor of Science 2013

Human-Technology Interaction

University of Wisconsin – Stevens Point

Bachelor of Fine Arts 2009

Graphic Design

University of Wisconsin – Stevens Point

Skills

Interaction Design

Prototypes

Wireframes

User Interface Design

Design Patterns

User Experience Design

Usability Testing

Heuristic Evaluation

Journey Mapping

Competitor Analysis

Personas

Feature Prioritization

Information Architecture

Visual Design

Grid Systems

Typography

Art Direction

Branding

Style Guides

Technical

HTML

CSS/Sass

Basic JavaScript

University of Wisconsin – Stevens Point

User Experience Designer

DEC 2011 – JUN 2013 | STEVENS POINT, WISCONSIN

- Created prototypes and wireframes for emerging technologies
- Researched and designed kinesthetic therapy games with a team of developers

Midwest Renewable Energy Association

User Experience Design Intern

MAY 2012 – DEC 2012 | CUSTER, WISCONSIN

- Developed an event-specific mobile application prototype

Land's End Business Outfitters

Art Consultant

MAY 2010 – DEC 2011 | STEVENS POINT, WISCONSIN

- Ensured correct usage of brand guidelines and standards on apparel and products for a wide range of clients, including: Chase Bank, NASA, and Sears

Fashion Angels Enterprises

Graphic Designer

SEP 2006 – MAY 2010 | MILWAUKEE, WISCONSIN

- Created prototypes and designed packages and products for: Fashion Angels, Project Runway, Mattel, and Disney

Allen Center for Health & Wellness

Graphic Designer

SEP 2006 – MAY 2009 | STEVENS POINT, WISCONSIN

- Designed logos, websites, posters and various social media content for the health center

Greene Design

Graphic Design Intern

MAY 2008 – FEB 2009 | LONDON, UK

- Was responsible for the creative process and execution of design for print and web material

Tools

Software

Adobe Creative Suite
Sketch
Invision
Principle
Figma

Technical

CMS (WordPress, Shopify)
Web Frameworks (Bootstrap, Foundation)
Development Tools (Text Editors, Basic Git, Task Runners)

Industry Knowledge

Agile Methodology
Team Collaboration
Development Handoff
Waterfall
WCAG Accessibility Compliance