

SUMMARY

PUGET SOUND REGION — I'm a designer, UX generalist, and mentor who helps teams integrate and leverage design thinking and user-experience practices for the business. I am grounded in human-computer interaction and cultural anthropology but never stop learning—I embrace moments when I'm outside my comfort zone.

WORK

- 2019-PRESENT **THE BOEING COMPANY—IT PROGRAM MANAGEMENT OFFICE (PMO)**
PRODUCT DESIGNER
Established a user-centered approach for the IT business management systems that drive the multi-billion dollar IT production system for Boeing. Modeled SDLC and system integration for Strategy2Portfolio and Requirement2Deploy. User research, process modeling and analysis, integrations. *Agile coaching. SAFe, IT4IT, ITSM, TBM and DevOps.*
- 2016-2019 **GENERAL ASSEMBLY SPACE**
UX DESIGN IMMERSIVE INSTRUCTOR
13-25 students per cohort. I delivered daily lectures, critiques, and workshops to teach adult students core UX skills. GA's user experience design 10-week training empowers teams to solve design problems using proven skills and methods, including research and ideation, prototyping, and testing. *13 full-time immersives, 2 part-time, over 200 students.*
- 2013-2015 **CARESTREAM DENTAL**
INTERACTION DESIGNER
Created IxD system for product, components library, transitioned product to HTML5. Trained coworkers in HTML5, CSS3, Angular, D3.js. Collaborated with engineers using jQuery, Bootstrap. *Agile environment, user research, usability, multi-modal interfaces.*
- 2012-2013 **MONUMENTAL INTERACTIVE**
IDEA & USER EXPERIENCE ARCHITECT
Designed for cross-platform and platform specific devices, typically iOS, including iPad, and desktop. 20 products over 18 months, gamification elements. *Eye-tracking study.*
- 2009-2011 **AT&T LABS—HUMAN FACTORS LAB**
RESEARCH ASSISTANT
30+ in-lab usability studies ~10 participants each, as well as some guerrilla style, including web and mobile phone interfaces. *GUI and speech, Uverse, etc. Interview and research design support.*

EDUCATION

- 2010 **GEORGIA INSTITUTE OF TECHNOLOGY**
Masters of Science (MS) in Human-Computer Interaction (HCI)
- 2006 **THE UNIVERSITY OF IOWA (HONORS)**
Dual Bachelors of Arts (BA) in Anthropology & Women's Studies
Minor in Chinese Language

SKILLS

UX Design	Product Management	Hi-Fi Mockups	Information Architecture
User Research	Visual Design	User Flows	Interaction Design
HTML/CSS	Usability	Branding	Customer Experience