

NICE TO MEET YOU!

What I bring to the team:

Devoted listening

Adaptability

Empathy

Cheerful & passionate work ethic

Energetic pursuit of inclusivity & accessibility

Ceaseless curiosity

Intense desire to learn

Humor

MY UX TOOLS

Figma

Miro

Illustrator

Lyssna

Google Suite

Adobe XD

Photoshop

Sketch

MY UX SKILLS

Empathy Maps

Heuristic Evals

Mood Boards

Personas

Prototyping

Research

Site Maps

Sketching

Storyboards

Style Guides

Surveys

Testing

User Flows

Wireframes

EXPERIENCE HIGHLIGHTS

Owen Jones: Award-Winning Integrated Brand Experience Agency (2022-2024)

Role: UX Designer (and 2022 "Rookie of the Year")

American Bird Conservancy (Site in-process)

Incorporated stakeholder interviews, competitive & usability reviews, user surveys & testing, a prioritization workshop, information architecture, user flows, content strategy, wireframing, and testing of the navigation to redesign the site for client goals: spur involvement in conservation, attract donors, spark a sense of wonder.

The Choose Kindness Project (thechoosekindnessproject.org)

Four-time Anthem Winner (Gold 1x / Silver 3x). Webby Nominee for Best User Interface.

Used user surveys, stakeholder interviews, competitive reviews, user flows, and wireframing to create a new best-in-class site with resources for mental health, bullying, and bias for parents, teachers, and coaches.

Kobold Metals (koboldmetals.com)

Webby Official Honoree for Best Data Visualization.

Using competitive analysis, stakeholder interviews, informational architecture, content strategy, and wireframing input, rebuilt site to engage, educate, and elevate details for various user-groups.

Adobe Artist Database (In-house system)

Worked closely with in-house and client teams to redesign system for tracking thousands of artist licenses and artist and vendor payments. Result was a process that covered disparate details (international transactions, partial payments, contracts, artwork verification, and notifications) for a seamless and intuitive experience.

Benten Technologies: STEM Engagement for Young Girls (2022)

Role: UX Designer

- Collaborated with a team in multiple time zones to produce a testable, high-fidelity prototype for a mobile app focused on engaging young girls in STEM. Included analysis of user research, concept development iterations based on client input, establishment of multiple personas, and creation of storyboard and wireframes.

Reed College: Multiple In-House Projects (2008-2020)

Roles: Systems Coordinator / UX Designer / Researcher

- Worked with developers to implement system and interface improvements for tech infrastructure for over 30 departments. Addressed all user concerns, questions, and requests, proactively identifying solutions unique to each department's needs while integrating solutions with the larger divisional and community systems, using a trauma informed approach.
Examples: Title IX reporting, Disability Support system creation, Alcohol & Other Drug response tracking.
- Completed user research and interviews, feature validation, system and interface design, dashboards, data design, information architecture, sketching, prototyping, and testing for division.
Example: Updating division-wide system to include necessary details for prompt on-call responses.

EDUCATION

Springboard

- UI/UX Dual Design Certification

University of Denver

- Publishing (Graduate Certificate)

Lewis & Clark College

- Environmental Studies (Major)
- English (Minor)

Ongoing Course Examples

- User Research
- Accessibility
- Unconscious Bias
- User Journeys
- Trauma-Informed Research