

Experience

Fisker Inc.

Visual Designer

May 2022 – Present
Los Angeles, CA

Visual Designer for vehicle infotainment console and experiences. Established a design system and aligned with team members on best practices, processes, and principles. Worked closely with UX Designers, Engineers, and Product Managers to rollout key features for launch of their first vehicle, the Fisker Ocean.

Nike (Contracted by Pro Unlimited)

Digital Product Designer II

October 2021 – May 2022
Remote

Worked closely with Product Designers, Engineers, and Product Managers to rollout product feature releases. Collaborated together with Product Designers and Leadership to organize and optimize design system efforts for their Consumer Tools Commerce Platform.

Blizzard Entertainment

Visual Designer

August 2017 – October 2021
Irvine, CA

UI and Visual Designer for Corporate Applications on desktop and mobile clients. Led design efforts to create and unify visual styles for Activision Blizzard and all global studios. Led design system efforts and aligned with team members on best practices and processes. Worked closely with UX Designers, Engineers, and Product Managers to rollout key features. Collaborating together to find optimal solutions during the design process from conception to developer handoff and beyond.

Freelance

Contract Visual Designer

September 2016 – July 2017
Seattle, WA

Worked with various clients to create branding, packaging, digital assets, and brand experiences.

Education

University of Washington

B.Des in Visual Communication Design

September 2013 – June 2016
Seattle, WA

Art Center College of Design

September 2012 – January 2013
Pasadena, CA

Highline Community College

AAS in Visual Communications

Associate of Arts

September 2009 – June 2012
Des Moines, WA

Skills

Abilities

Branding, print, user interface, motion graphics, icon illustration, web design, wireframing, prototyping, typography, design systems, agile workflow, scrum master.

Technical

Proficient in:

Figma, Sketch, Photoshop, Illustrator, InDesign, After Effects, Miro, Jira, Principle, Asana

Comfortable with:

HTML, CSS, Javascript, Vue

Other

Hobbies

Mechanical keyboards, woodworking, camping, video games, Applebees, and random tortoise knowledge.