

Work Experience

Adobe

Product Designer - Design Systems

Aug 2023 - Current

- Collaborate with designers and engineers on standardizing web, tablet, and mobile experiences
- Overhaul and expand existing design system for future iterations

Paper

Product Designer

Nov 2022 - May 2023

- Designed sketches, wireframes, high-fidelity interactive prototypes, and specifications that improved the user experience, supporting design systems, various platforms and overall creative process
- Partnered with Product, Engineering, UX Research, and Marketing organizations to understand, contribute, and execute product strategy
- Crafted every detail of growth product features, from idea to UX to pixel-perfect execution

Fin

Product Designer

Nov 2021 - Aug 2022

- Created and launched a comprehensive design system for future designers and engineers decreasing design time and engineering builds
- Led and conducted UX Research project and executed designs based on user and stakeholder feedback for new the homepage, increasing traffic by 20%
- Designed the go-to-market pitch decks to support the sales team in converting prospective clients

23andMe

UX Designer

Jun 2021 - Sep 2021

- Spearheaded onboarding revamp by interviewing stakeholders, isolating pain points through user testing, and creating solutions in collaboration with Research, Legal, Product Science, and Data Science
- Illustrated and conducted usability tests using mockups and prototypes and relayed the user feedback to stakeholders and design team

Glucose Goddess

Founding Product Designer

Jul 2020 - Apr 2021

- Presented design deliverables such as wireframes, interaction flows, user stories, screen specs, storyboards, task flows, user stories to the CEO
- Streamlined the team's design hand-off to the Head of Engineering by standardizing the design system and task management, resulted in a 20% reduction of time to code designs
- Collaborated with PM and Head of Engineering to redesign the user experience of glucose testing process using heuristic evaluation, increasing the usability of the product by 15%.

Education

University of California, Santa Cruz

Technology Information Management B.S.

Graduated June 2020

Design Skills

Agile Methodology, Design Systems, Information Architecture, Wireframing, Product Roadmapping, UX/UI Design, Visual Design, Prototyping, Interaction Design

Research Skills

Empathy Maps, Competitive Analysis, User Personas, User Research, User Flows, User Journey, User Stories, A/B Testing, Usability Testing, User Surveys, User Interviews, User Testing