

Objective Seeking a strategic position as a User Experience Designer, creating intuitive web sites and web-based applications that successfully meet business goals.

Summary UX Designer with 10 years of expertise evaluating new and existing products to provide the best possible user experience. Recent project work was the complete redesign of a web-based application to personalize online photography portfolios. Previous projects include streamlining interactions for viewing media on mobile phones, designing a customizable social networking news portal, creating a touch panel interface for viewing shipboard cameras, and managing usability studies for an application to identify gene expression in the brain. Each project required a comprehensive understanding of user-centered design principles, usability testing, project management and the software development life cycle.

Education Certificate in User-Centered Design – June 2005
University of Washington, Seattle, Washington

Bachelor of Arts, English – May 1999
University of Michigan, Ann Arbor, Michigan

Skills Languages: HTML, XHTML, DHTML, JavaScript, CSS
Tools: Adobe Photoshop CS, Illustrator, ImageReady, Fireworks MX, Flash MX,
Freehand MX, Dreamweaver MX; Microsoft Project, Visio; OmniGraffle
O/S: Windows Vista, Mac OS X

Experience **User Experience Designer** 3/2007 – 9/2007
Digital Railroad Seattle, WA

Created user-centric interaction and information architecture designs that satisfied customer needs and business requirements while working within product constraints. Collaborated with project management and development team members in Seattle and New York City to identify and improve usability issues with the end goal of making the web site more attractive to subscribers.

Led the redesign effort for Site Designer, a web-based tool for personalizing online photography portfolios. One of the challenges of the project was rapidly iterating through a series of designs based on usability study results to meet an aggressive deadline. The completed redesign met the company's business goals by allowing greater flexibility and ease-of-use by utilizing drag-and-drop modules to manage the layout, colors, fonts and general appearance of individual photography archives.

Responsibilities related to this project work were developing all design documentation, including flowcharts, site maps, wireframes, UI mock-ups, interactive prototypes, style guides and functional specifications. Also created an interactive prototype for the usability study, scheduled participants, analyzed data, and communicated design recommendations to the project team.

Interaction Designer 2/2006 – 3/2007
Motorola Seattle, WA

Key responsibilities included designing user interactions and interfaces for web-based software, as well as analyzing business requirements and creating rules that defined application behavior. Specific activities consisted of creating interaction designs, user interface mock-ups, prototypes, site maps, business rules, and detailed user interface design specifications based on usability best practices.

Project work focused on feature design definition for SCREEN3™, a channel-based application running on the idle screen of targeted Motorola cell phones, and an associated content management system that allowed mobile operators to provision channels and service plans to subscribers across the world.

Lead Designer for integral features such as memory management on the device during channel acquisition and content updates, as well as designing interactions for viewing multimedia on the cell phone. All projects involved presenting design concepts to on-site stakeholders from product management, development, testing and technical writing, as well as off-site teams in the U.S., India, and China.

User Interface Designer
Vulcan Inc.

2/2003 – 1/2006
Seattle, WA

Responsible for distilling abstract features and concepts into tangible designs that met product requirements. Created site maps, workflow diagrams, wireframes, paper prototypes, and visual compositions for team, client and stakeholder review.

Project work included designing a social networking tool for sharing news and interests, a touch panel application for viewing live feeds from shipboard cameras, and the collection and dissemination of data from usability studies for the Allen Brain Atlas. Each project focused on goal-directed design methods based on ethnographic user interviews and persona development.

Presented storyboards and prototypes to primary stakeholders, compiled feedback and prioritized interface elements for revision. Produced optimized graphics, style guides and supporting documents for design implementation. Organized and conducted usability tests, quantified results and presented them to team members for review.

User Interface Designer
Loudeye Technologies

2/2000 – 2/2003
Seattle, WA

Created flowcharts, site maps, use cases and UI requirements documents. Produced screen mock-ups, templates and cross-browser compatible code. Designed custom graphics and logos for both Loudeye and co-branded customer applications. Conducted usability studies and presented the results to product teams.

Designed interfaces and implemented new features and functionality for online presentation portals, content management workflow applications, web site creation wizards, audio encoding systems, media scheduling and reporting tools, and instant messaging components.

Web Developer
Microsoft Press

9/1998 - 2/2000
Bellevue, WA

Worked as the primary HTML conversion specialist on over 30 electronic books and marketing CDs, including the Running Microsoft Windows 98 series, several IT professional titles, and French and German versions of Microsoft Press books.

Position required coding and editing HTML, CSS and JavaScript, resolving proofreading corrections, and compiling completed pages into the condensed files for inclusion in companion book CDs. Uploaded pages to the W3C validation service and HTML Validator to ensure code was standards compliant. Additional responsibilities included end-to-end testing and researching more efficient production tools. Created and updated book profile pages for Microsoft Press Online.

HTML Proofreader
Chase Bobko

9/1997 - 9/1998
Seattle, WA

Verified the consistency and accuracy of electronic book content after the exportation of Adobe PageMaker and Microsoft Word files to HTML. Compared print files and the electronic content produced to make sure it was intact and correctly formatted. Tested hyperlinks, expandable graphics, captions and sidebars. Ensured that the eBook pages were consistent with the Microsoft Press Style Guide. Scheduled meetings with developers and graphic artists to determine project goals, timelines and prioritize corrections.

- Training**
- Seminar: Goal-Directed Design, Cooper Design 10/2003: Seattle
 - Seminar: Visual Design of Information, Edward Tufte 7/2003: Seattle
 - Seminar: User Interface Engineering Conference, UIE 5/2003: Seattle
 - Class: Intermediate Flash, School of Visual Concepts 3/2003: Seattle

- Activities**
- Member of DigitalEve (Seattle High Tech newsgroup): <http://www.digitaleveseattle.org/>
 - Member of Puget Sound SIGCHI: <http://pssiachi.org/>

- Interests**
- Reading and writing fiction, freelance web design, running, yoga