

Objective Seeking a strategic position as a User Experience Designer, creating intuitive web sites and applications that provide enjoyable interactions while successfully meeting business goals.

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

Bachelor of Arts, English – May 1993
University of Michigan, Ann Arbor, Michigan

Skills Languages: HTML5, JavaScript, CSS

Tools: Adobe CS5 (Photoshop, Fireworks, Dreamweaver, Flash, Illustrator)
Microsoft Office, OmniGraffle

O/S: Mac OS X, Windows

UX: Flowcharts, site maps, wireframes, mock-ups, interactive prototypes, style guides and design specifications. User-centered design principles (personas, scenarios, key path workflows). Conducting usability studies.

Experience

User Experience Designer 2/2009 – 9/2010
thePlatform Seattle, WA

Principal designer for the complete redesign of mpx, an enterprise video management system that features content management, personalized workflows, and automated publishing. Responsible for streamlining navigation and improving complex interactions. Conducted a comprehensive remote usability study for the beta release of mpx.

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

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.

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

Lead Designer for design definition for SCREEN3, a channel-based application running on the idle screen of targeted Motorola cell phones, and an associated content management system. Defined interactions for integral features such as memory management, content updates, and viewing multimedia. Projects involved presenting design concepts to on-site stakeholders 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. 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 design analysis for the Allen Brain Atlas. 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

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. 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.

Training

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

Activities

Member of IXDA (Interaction Design Association): <http://www.ixda.org>

Member of Puget Sound SIGCHI: <http://pssigchi.org/>

Member of DigitalEve: <http://www.digitaleveseattle.org/>

Board Member of First Book (Seattle Chapter): <http://www.firstbook.org/>

Interests

Reading and writing fiction, running, yoga