

SUMMARY

Designer with over 12 years of experience, focusing on design systems.

I love making complex systems more efficient, more delightful, and easier to use.

EXPERIENCE

Epic Games / Senior UX Designer / Oct 2024 - Present

- Leading the design and evolution of the Fortnite Design System across a broad range of products and devices.
- Collaborating closely with stakeholders and team leads to ensure alignment between design system guidelines, Fortnite, and the broader company vision.
- Identify gaps in the product, documentation, and team's understanding while collaborating and prioritizing work and opportunities in critical areas.

The Home Depot / Senior UX Designer / Jan 2024 - Oct 2024

- Led the design and design tools of the enterprise communications Design System and support for front end technologies to enhance customer communications.
- Crafting end-to-end experiences emphasizing cohesiveness and accessibility that elevate the Home Depot brand and delight customers and professionals alike.

Amazon / Design Technologist / Aug 2022 - Dec 2023

- Led the design and technical development for the first games and entertainment Design System at Amazon Games. Created an extensible Design Token framework to automate scalable themes and elements.
- Designed and prototyped solutions for complex design and engineering problems with a focus on growth in cross-product and trans-media opportunities.
- Established a designer and developer culture that actively collaborates and contributes to a distributed system.

Monster Worldwide / Senior UX Engineer / Oct 2020 - Aug 2022

- Developed and launched the multi-tenant Core and Monster Design Systems used across Monster and Randstad products.
- Transformed the Monster search platform and discovery services to simplify and enhance the process of job searching with a direct impact on job seekers, recruiters, and employers.

Expression Networks / Senior UX Designer / May 2020 - Oct 2020

- Launched a cross-product design system and component library to support rapid development workflows while ensuring consistency in user experience and design.
- Evaluated and iterated on designs and features to meet the complex functionality and needs of customers and users.

Cvent / UX Engineer/ Feb 2019 - May 2020

- Built the design and technical implementation of the Carina Design System for Figma, web, and mobile products. Created a motion library and prototyping tools.
- Established guidelines, documentation, and best practices so designers and developers could collaborate and co-author the design system.

iFit / Senior Front End Developer / Aug 2016 - Dec 2018

Modus Create / UI Engineer / Jul 2014 - May 2016

Timberlake / UX/UI Designer / Dec 2012 - Jul 2014

EDUCATION

George Mason University, BFA Computer Game Design, 2013

SKILLS

Figma, Adobe Suite, Design Systems, UX/UI Design, Responsive Design, animation, WCAG and Accessibility, React, HTML, CSS, JavaScript