

---

## SUMMARY

Senior Product Designer with 6+ years designing high-stakes consumer experiences at the intersection of sports, entertainment, and real-money markets. Led design from zero to one on FanDuel Predicts — a national prediction markets product — and co-founded an AI-powered career platform now serving 35,000+ active users. Comfortable owning the full design surface: from shaping product strategy with leadership to crafting the interactions that make complex systems feel effortless. Deeply curious about prediction markets and the role well-designed interfaces play in making collective intelligence legible to everyone.

## EXPERIENCE

### FanDuel

May 2023 – Present

Atlanta, GA

#### Lead Product Designer, FanDuel Predicts

Mar 2024 – Present

- Led end-to-end design of FanDuel Predicts — a zero-to-one prediction markets product built to expand FanDuel's reach across all 50 states by leveraging sportsbook infrastructure for sports-oriented traders.
- Owned the majority of core design flows as the primary designer on a product spanning 10+ engineering teams, driving consistency and velocity across a lean design org.
- Drove product from initial concept through iterative launch, collaborating directly with engineering, compliance, and executive leadership to navigate regulatory constraints while maintaining a high bar for user experience.
- Designed the full suite of core product surfaces: trading interfaces, event hub, checkout flow, combo builder, homepage layout, and merchandising.
- Established payout display standards and UX consistency across FanDuel Predicts and Sportsbook, ensuring a cohesive cross-product experience.

#### Product Designer

May 2023 – Mar 2024

- Led design explorations and innovative concept mocks for how FanDuel could integrate within YouTube, Apple and Amazon products; built decks and won partnerships with platforms.
- Contributed design work for FanDuel TV, developing interface patterns and design system components for the broadcast and streaming product.

#### Co-Founder & Chief Product Officer

Aug 2025 – Present

Runway · Atlanta, GA

- Co-founded and lead all product and design for Runway, an AI-powered career coaching platform for college students and recent graduates.
- Designed the full product from zero to one — including AI match scoring UX, resume tailoring features, paywall, and job board integrations.
- Designed the landing page and onboarding UX, achieving a 5% conversion rate to paying users.
- Built a content funnel that has grown the student newsletter to 75,000 subscribers across 300+ universities.
- Scaled the platform to 35,000+ active users with growing monthly recurring revenue.

## Product Designer

Nov 2022 – May 2023

Paymentus · Remote

- Led the design and build of a modernized design system for legacy billing software, enabling financial institutions to customize white-label payment interfaces with a cohesive, scalable visual language.
- Restructured the design team's Figma file architecture and project management workflow, improving team efficiency and cross-functional handoff quality.

## Product Design Intern

May 2022 – Jul 2022

FanDuel · Atlanta, GA

- Researched, designed, tested, and shipped onboarding screens for a new personal betting kiosk deployed across all FanDuel Sportsbook retail locations nationwide.
- Led a cross-functional analysis of FanDuel's till and counter betting experience across three product verticals; redesigned till screens that improved counter betting efficiency by 25%.
- Built a dynamic component toolkit with master components that improved UX design efficiency by 20% for the upcoming flagship product.

## UI/UX Design Intern

May 2019 – Sep 2019

Payveris · Remote

- Identified and resolved user-reported navigation issues in the marketplace product based on operations team feedback.
- Designed and edited the introduction video for the Flagship Bill Center product, screened at the Money20/20 Fintech Conference and generating 30–40 qualified leads.

## EDUCATION

---

### MS, Industrial & Product Design

Georgia Institute of Technology · 2021–2023

4.0 GPA · Interactive Product Design Lab Mentor

### BA, Industrial Design

Auburn University · 2017–2021

3.7 GPA · Graduated Top 3 in Class · IDSA Student Merit Nominee

## SKILLS & TOOLS

---

**Design** Figma, ProtoPie, Claude, V0, Webflow, Procreate, Full Adobe Suite

**Research** User interviews, usability testing, behavioral analysis, UserTesting

**Domain** Prediction markets, sports betting, fintech, consumer mobile, design systems

**Process** Zero-to-one product design, cross-functional collaboration, Agile, JIRA, Notion, Asana