Experience

Northrop Grumman | *UX/UI Designer*   *11/2022 – present*

- Conducting secondary domain research to understand product solution spaces
- Conducting heuristic analyses of competitive interfaces to find interface and interaction design opportunities
- Conducting in-depth interviews with subject matter experts (SMEs) and stakeholders to better understand their expectations and the experience of the future user
- Conducting pilot working groups to obtain feedback on HMI designs over multiple iterations
- Observing prototype software user tests to understand the strengths, weaknesses, and opportunities of the prototype.
- Synthesizing feedback from multiple SMEs and stakeholders to fuel rapid design iterations
- Making user scenarios with high-fidelity mock-ups
- Communicating with software developers to learn about their needs, expectations, and constraints
- Providing detailed design guidance to software developers through annotated design specification documents
- Checking prototype compliance with Military Standards and with human factors best practices
- Employing user research methodologies, like card sorts and surveys, to define an interface's solution space and to determine its optimal information architecture
- Crafting precise User Interfaces, with consideration for accessibility, style conformity, responsiveness, and ease of software development
- Creating style guides as future references for software developers
- Amending reference style guides as needed to account for new design issues
- Designing how information will be visualized within the user interface so that the information is as comprehensible and actionable as possible
- Designing the information of and creating illustrations for OV-1s
- Redesigning maintenance manual diagrams
- Designing symbols and icons

Previous Work History | *Non-Design Roles*   *1997 – 2018*

- Details available by request.

Community Service

UXPA LA | *UX Writer*   *8/2021 – 2024*
Education for Sharing | *Graphic Designer*   *7/2020 – 9/2021*

Education

BS Interaction Design
AS Graphic Design
Department Certificate in User Experience Design
Department Certificate in Web Design
Certificate of Achievement in Entrepreneurship

AP
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"I approach problem-solving by placing a high value on teamwork, critical thinking, and attention to detail."

UX Methods:
Wireframes, prototypes, user testing, personas, observational research, surveys, ethnography, user journeys, site maps, interviews, heuristic analyses, user flows, domain research

Software:
XD, Figma, Lunacy, Axure RP, Photoshop, Illustrator, InVision, Balsamiq, After Effects, Sketch, InDesign, Microsoft Office

Computer Languages:
HTML, CSS

Visual Design Skills:
Typography, layout, grids, image editing, vector asset design, style guide use and preparation, animation, accessibility

Affiliations:
UXPA, AIGA