

professional summary

Senior Product Designer delivering intuitive, scalable solutions in high-complexity environments across startups and enterprise organizations. Grounded in a **user-first, research-informed approach**, I specialize in translating ambiguity into experiences that feel simple, even when the problems aren't. With deep expertise in user research and design best practices, I create solutions that balance business goals with user needs, driving meaningful impact across industries. I'm excited to take on new design challenges in emerging technologies and for broader audiences.

skills

Methods

- UI/UX Design
- Interaction Design
- Systems Design
- Design Strategy
- Information Architecture
- Usability Testing
- Design Systems
- Prototyping
- Wireframing
- Journey Mapping
- User Flows
- Mockups
- Visual Design
- User Research
- Agile
- Product Management
- Stakeholder Management

Tools

- Figma
- Adobe Illustrator
- Adobe Photoshop
- Adobe Lightroom
- Adobe InDesign
- Webflow
- HTML5
- CSS
- Javascript
- Jira
- Figma AI

experience

Senior User Experience Designer

Workiva, 2024 - 2025

- Designed and delivered end-to-end workflows for data mapping, emissions calculations, and utility integrations within the Carbon platform
- Collaborated cross-functionally with PMs, engineers, and sustainability SMEs to turn complex data frameworks into actionable design goals and success metrics
- Spearheaded documentation and standardization of Carbon design patterns, defining use cases and examples to ensure visual consistency across the platform

Founding Product Designer

ESG Flo, 2023 - 2024

- Spearheaded the end-to-end design process for an ESG reporting and compliance platform from the ground up, including the successful launch of an **MVP**, demonstrating a proficiency in **0 to 1 Product Design** efforts
- Delivered **end-to-end user flows**, **wireframes**, and **interactive prototypes** of various fidelity in collaboration with product and engineering teams to develop key software features that led to **4 new client acquisitions** upon product launch
- Crafted a **component library** and **design system** for an MVP product, ensuring consistency, scalability, and efficiency in design implementation across the product interface

UI/UX Designer

Freelance, 2020 - Present

- Elevated the **visual design** and **user experience** for diverse clients through website redesign projects, implementing strategic enhancements to **visual hierarchy** and overall aesthetics, resulting in an increase in **customer engagement** and site traffic

Product Designer

OneStudyTeam, 2021 - 2022

- Conducted comprehensive **user research**, including competitive analysis and user interviews, to guide design decisions for numerous features within a source document management platform
- Led the end-to-end design process for multiple features, overseeing the journey from ideation to implementation. The successful implementation of these features yielded a **50% increase in workflow efficiencies** associated with data entry and document management

Associate UI/UX Designer

NASA Ames Research Center, 2021

- Pioneered the design of 5 groundbreaking features in NASA's **data visualization** software, driving significant enhancements to the user experience in rover data collection and terrain navigation
- Engaged in comprehensive **usability testing** with key stakeholders to optimize user experience of software features, resulting in a **75% increase in workflow efficiency** and empowered informed decision-making

education

Front End Web Development Certification | General Assembly

UI/UX Design Certification | Designlab UX Academy

Bachelor of Science in Biology | University of California, Los Angeles