

Portfolio:

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Willing to relocate

WORK EXPERIENCE

CAPTRS / UX Designer

MAY 2025 - PRESENT REMOTE

- Drove measurable post-launch performance gains through website redesign, including +84% monthly active users, +59% engagement time, and 2x interaction volume (normalized pre/post comparison)
- Designed and delivered ~122 webpages across 5 websites, including nested navigation structures, tab systems, and multi-layer content architectures
- Built a scalable Figma component library with 200+ reusable components, accelerating design velocity and reducing repetitive work by an estimated 10x
- Supported a 15-person global team with website, application, and board game design mockups across digital and physical platforms

Caterpillar Inc. / UX Designer, Intern

MAY 2024 - MAY 2025 PEORIA, IL

- Designed and iterated SaaS UX flows and high-fidelity prototypes for VisionLink and Electrification platforms across web, mobile, and desktop
- Collaborated with cross-functional team of designers, engineers, and UX researchers to deliver annotated, production-ready handoffs in an enterprise, global workforce environment
- Leveraged Caterpillar's enterprise design system and component libraries to ensure brand consistency and reduce cognitive load through pattern reuse
- Conducted competitive analysis and domain research to understand heavy equipment workflows and translate insights into UI solutions

Placebo Entertainment, LLC / Lead UX Designer

MAY 2024 - AUGUST 2024 PEORIA, IL

- Co-founded a 19-person indie studio and shipped a consumer PC game to Steam in a 4-month production cycle, resulting in Positive Steam user ratings and community demand for expanded content
- Led UI/UX design, narrative systems, onboarding tutorials, and contributed to the 2D UI asset development implemented in Unity for *Beyond The Marion*
- Collaborated with artists, engineers, and designers to translate UX concepts into production-ready in-game UI and cutscenes

AWARDS/RECOGNITION

- Bradley University UX Design Student of the Year (2X - Freshman and Senior Year)
- Faculty-appointed UX representative for the Bradley FUSE Feedback team
- Phi Kappa Phi Honor Society

TOOLS

Figma (including Auto-layout) • Adobe Creative Suite • Microsoft Office Suite • Google Suite • Webflow • Wordpress • Jira • Azure Devops

Growth minded User Experience Designer specializing in large-scale system design and cross-functional collaboration. Experienced designing SaaS workflows, web design, and game-based products. Passionate about creating intuitive, human-centered experiences.

EDUCATION

Bradley University / B.S.

User Experience Design

MAY 2025 PEORIA, IL

Initiated and contributed to several experimental projects involving web usability, mobile applications, virtual reality, and PC-based interfaces. 4.0 overall GPA, Honors

Stanford University Online

Certificate, UI/UX Design for AI Products

DECEMBER 2025 ONLINE

CORE COMPETENCIES

Design: Illustration & UI Graphics • User Flows • Concept Sketches • Wireframes & Hi-Fidelity Mockups • Typography & Color Theory • Style Guides & Component Libraries • UI Implementation • Figma Rapid Prototyping • UI Design for Unity, HTML, & CSS

Research: User Personas • WACG 2.1 • Competitive Analysis • Website Audits • Data & Task Analysis • Journey Maps • A/B Testing • Ethical Use of AI

Collaboration: Self-starter • Project Leader • Communicator • Global Teams, Multi-Stakeholder • SCRUM • Agile Project Management