

Education

BA, Media Arts and Game Development

University of Wisconsin-Whitewater | 2020

Major emphasis: Visual Media Arts

Minor: Advertising

Honors: Summa Cum Laude

Skills

Design

Wireframing

Prototyping

User flows

Mock-ups (hi-fi & lo-fi)

Usability testing

User research

Accessibility (WCAG)

MVP & MLP

Responsive

Design systems

User interaction

Artificial intelligence (AI)

Strategic frameworks

Information architecture (IA)

Tools

Adobe CC

Figma

Overflow

UserTesting

Maze

Jira

GitHub

Storyboard

Chakra UI

Programming

HTML

CSS

Experience

Spekit

Senior Product Designer

Sept 2023 - Present

Product Designer

Aug 2021 - Aug 2023

- Pioneered the design for Spekit's AI Sidekick (formerly AI Assist) chatbot which resulted in a 71% increase in questions asked month-over-month (MoM) after launch
- Drove end-to-end design of Spekit's AI Content Recommendations engine, benchmarking against industry leaders to deliver market-differentiating features that redefined content discovery
- Architected and scaled a design system from 0 to 1 through detailed documentation and engineering partnerships, delivering over 50 accessible components that accelerated development velocity and ensured consistent user experiences
- Led comprehensive user research programs with 15+ customers, employing structured interviews, usability testing, and iterative prototyping to validate product-market fit and inform feature development
- Established a systematic design QA framework that significantly reduced front-end regressions and elevated product quality across releases
- Oversaw the implementation of integrations with Google Drive, SharePoint, Confluence, and Slack as a team lead on the Foundations Squad
- Spearheaded design of Spekit's SmartSend feature through strategic prototyping and stakeholder validation, resulting in 70% higher content sharing efficiency across internal and external workflows
- Owned the redesign of Spekit's rich text editor, transforming it into a seamless AI-powered content creation tool that resulted in a 15% increase in user engagement
- Crafted comprehensive design documentation and mentorship frameworks that fostered design excellence across the team

Modern Hire

UX Designer

May 2020 - Aug 2021

UX Design Intern

Nov 2019 - May 2020

- Led remote user research sessions to identify critical UX pain points and validate solutions pre-launch
- Architected a bilingual design system supporting LTR/RTL languages for global customers
- Spearheaded development of AI-powered interview features, including automated workflows and predictive analytics
- Redesigned cross-platform candidate flows with enhanced micro-interactions, optimizing for mobile and desktop experiences

Awards

Simple Yet Spektacular Award | Spekit Q2 2024

Product Star Award | Spekit Q2 2023

People's Choice | MAGD Expo 2020

Best in Show | MAGD Expo 2020

Certifications

Creativity: Methods to Design Better Products and Services

The Interaction Design Foundation | July 2021

Accessibility: How to Design for All

The Interaction Design Foundation | July 2021