

SKILLS

Design:

Persona/Scenario Creation
Prototyping
Wireframing

Research:

Competitive Analysis
Contextual Inquiry
Heuristic Evaluation
Interaction Mapping
Usability Testing
User Interviews
Survey Design

Programming Familiarity:

HTML/CSS
JavaScript
CoffeeScript
PHP

Software:

Axure
Framer.js
Illustrator
Photoshop
Sketch

COURSEWORK

Choice Architecture
Contextual Inquiry
Complex Web Design
Database Application Design
Fundamentals of Human Behavior
Graphic Design
Interaction Design
Marketing Analytics
Needs Assessment and Usability Evaluation
Theories of Social Influence

LEADERSHIP

Student Organization for Computer-Human Interaction (SOCHI) Officer
Lead organizer for World Information Architecture Day in Ann Arbor for 2015
Pitch Competition Competitor at SXSW

EDUCATION

University of Michigan | Ann Arbor, MI, May 2015
Master of Science in Information | Human-Computer Interaction

University of Michigan | Ann Arbor, MI, April 2007
Bachelor of Arts | Sociology

WORK EXPERIENCE

Walt Disney Imagineering | Glendale, CA, August 2016 - January 2017
UX Designer - Contractor

Consulted and collaborated with multiple teams in Walt Disney Imagineering (WDI) in order to improve the user experience for multiple internal web and desktop apps using user interviews, user flows, and feature redesign via wireframes and Framer.js prototypes. Responsible for redesigning the UI for Media Vault, the database asset management system for Imagineering, and creating a new batch upload feature for the program.

Iteration Group | West Hollywood, CA, March 2016 - July 2016
UX Lead - Contractor

Responsible for the UX research and design for a large document management system redesign project. Work with a small team to decide ideal UX strategy for the client. Conducted user interviews, stakeholder interviews, and usability tests throughout the entire design process. Created and iterated on Sketch-designed wireframes as the final deliverable before handing off designs to the UI designer.

The Walt Disney Company | Burbank, CA, January 2016 - March 2016
UX Research/Product Specialist, Employee Digital Media - Contractor

Lead and conducted usability labs to help improve internal web tools for The Walt Disney Company employees. Analyzed qualitative research gathered from the usability labs to present findings and recommendations to stakeholders. Collaborated with team to shape information architecture for new employee onboarding solution using interaction maps, site maps, wireframes, heuristic analysis, and extensive user research.

Walt Disney Imagineering Research & Development | Glendale, CA, June 2015 - Dec 2015
Associate R&D Imagineer - Contractor

Responsible for the product and project management of internal web tools for Imagineers. Worked on a variety of Rails web apps with cross-functional teams of vendors, developers, designers, finance, and other stakeholders to ensure proper execution and communication of product features and future goals. Gathered feedback from users to understand needs and prioritize issues in GitHub for future development milestones. Pulled code and QA implemented features for bugs and usability.

University of Michigan | Ann Arbor, MI, September 2014 - May 2015
Graduate Student Instructor for Agile Web Development

Lead two classroom discussions of approximately 40 students. Taught and evaluated students on programming course material in HTML, CSS, PHP, JavaScript, and Agile methodology.

Emma, Inc. | Nashville, TN, June 2014 - August 2014
Product Intern

Worked closely with the User Experience and Product Insights teams to gather usable, actionable information from Emma clients. Used this information in the design of features and concepts implemented in the Emma product. Developed a "User Research + Product Development" deliverable for company education. Conducted a full-scale usability test on Metric, Emma's new iPhone app, for the summer update.

ACADEMIC PROJECTS

Needs Assessment and Usability Evaluation | Jan 2014 - April 2014
User Experience Research Consultant

Worked with a diverse team in order to evaluate and assess the usability of the website of HIMSS, a healthcare IT company. Used an interaction map, interviews, personas, comparative analysis, surveys, heuristic evaluation, and usability tests to create a final report for the company to improve the website's design for their customers.