

My favorite things: tackling challenging design problems, designing digital experiences that people will love, prototyping interesting interactions, learning new things, and sweating the details.

EXPERIENCE

HBO / SEATTLE

Product Designer

DECEMBER 2015 - PRESENT

Improving the browsing & content discovery experience for HBO GO / NOW across platforms and devices. Most recently embarking on a new direct-to-consumer streaming product for WarnerMedia encompassing HBO and other notable brands. My experience at HBO has spanned UX/interaction design, visual design, and prototyping across mobile, web, and TV devices. Collaborated closely with cross-functional teams to ship multiple features. Ran Framer workshops and "office hours" for peers to help teach the tool and facilitate prototyping as a regular part of our design process.

DISCOVERY

Senior Interactive Designer

JULY 2014 - DECEMBER 2015

A fast-paced design and development role creating online experiences for Discovery Channel, Animal Planet, and TLC shows. Responsibilities included wireframing, designing, building, and shipping projects with a small, nimble team. Projects ranged from small show interactives to large, high-traffic, international hubs for special Discovery broadcasts.

BULLY! ENTERTAINMENT

Interactive Art Director

NOVEMBER 2009 - JULY 2014

A hybrid role, where I was responsible for art directing, designing, and sometimes building user experiences, while maintaining the highest level of quality possible across interactive projects. Projects included animations, mobile experiences, kiosk installations, and full sites.

PLANIT AGENCY

Interactive Designer

JULY 2006 - NOVEMBER 2009

Worked with a team of art directors, designers, and developers to design and implement online experiences. Projects were mostly Flash-based, but ventured into HTML near the end of my time there.

Professional Skillset

User experience, interaction, and visual design in product design and agency contexts

Building interactive prototypes to validate designs and interactions in Invision and Framer X (React-based)

Front-end development with HTML, CSS, and Javascript

Strong communicator and collaborator

Obsessed with process improvement and excellent documentation

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

BFA, New Media Design & Imaging

2000 - 2005

Relevant coursework covered interactive design, programming foundation, motion graphics, digital and film photography (including some lightroom time), 3D design and concepts, and video editing/compositing. Minored in art history and studied abroad in Italy for a semester.

GPA 3.5 - DEAN'S LIST.