



EDUCATION

Georgia Institute of Technology
BS Biomedical Engineering - 2016
Industrial Design Minor

SKILLS

Software

Figma
Sketch
Flinto, Principle
Invision, Marvel
Adobe CC

Design

Sketching
Journey Mapping
User Personas
Wireframing
Prototyping

Programming

HTML, CSS
Javascript

EXPERIENCE

Senior Product Designer - Sunrun 2017 - Present | San Francisco, CA

- Partner with product and engineering to identify requirements, user scenarios, and design for Sunrun's customer portal.
- Illustrate complex use cases by creating journey flows and wireframes, testing quickly with metric-driven user research.
- Lead UX strategy across sales and channel partner platforms.
- Grow and scale design methodologies across departments in software, branding, and product management.

UX Mentor - Springboard 2017 - Present | San Francisco, CA

- Review mentee projects on a weekly basis during a 6 month course.
- Set goals with mentees, give feedback, and prepare them for a UX career.

UX Designer - Capgemini 2016 - 2017 | San Francisco, CA

- Worked closely with management and engineering teams to deliver user-centric solutions for the client's internal services.
- Assessed business requirements with stakeholders and translated them into design needs, user research, journey maps, and prototypes.
- Composed the visual design system from the ground up

Visual Designer - Diasyst 2016 | Atlanta, GA

- Designed patient-facing app for diabetes management.
- Created marketing/sales pitch slides for investors, physicians, and patients.