



EXPERIENCE

DIGITAL DESIGNER / BRISTOL MYERS SQUIBB Lawrenceville, NJ / Sep '21 - Jan '22

- Aligned with copywriters to ensure creative design and copy met campaign goals for internal publications.
- Sourced, organized, and tagged over 1,500 digital assets for the company using Adobe AEM as a CMS.
- Created, resized, and retouched photos/graphics on company website.

UX/UI DESIGNER / FOODINI Sydney, AUS / Aug '21 - Sep '21

- Worked with a team of UX/UI designers from kick-off to hand-off.
- Collaborated on project timeline and assigned team deliverables.
- Created user flows, sketches, and high-fidelity designs for a premium feature of the mobile product.

UX/UI DESIGNER / MOSEA Toronto, CA / Oct '20 - Nov '20

- Led a UX/UI design assignment from creative brief kick-off to a high-fidelity clickable prototype.
- Conducted user interviews to identify core pain points, goals, and behaviors of target user base.
- Designed a backend portal experience for business owners to track and publish ad campaigns.

UX/UI DESIGNER / COOK BOOK Springboard / Apr '20 - Aug '20

- Led a UX/UI design assignment from creative brief kick-off to a high-fidelity clickable prototype.
- Utilized primary and secondary research, conducted user interviews, and usability testing sessions to drive product design decisions.
- Created a product that helps someone find a meal to prepare and cook from their home, manage recipes, create grocery lists, set timers, and convert units of measure.

PRODUCTION DESIGNER / ACE DESIGNS, INC. Bristol, PA / Apr '18 - Oct '19

- Set up print and production files for 2D and 3D visual merchandising graphics, elements, and product displays for name brand retailers.
- Implemented a company-wide production form that streamlined the order of production operations for all incoming client work.

PRODUCTION DESIGNER / MICHAEL GRAVES ARCHITECTURE & DESIGN Princeton, NJ / Sep '14 - Oct '16

- Designed, printed, bound, shipped, and managed all printed collateral pertaining to the needs of the company.
- Documented and archived several thousands of artwork pieces of founder Michael Graves after his passing.

ABOUT

I am a UX/UI and digital designer that works to create customer delight through digital experiences by understanding the context, needs, and goals of the user.

CONNECT

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SKILLS

- User Research
- Competitive Analysis
- Design Thinking
- Wireframing
- Usability Testing
- Prototyping
- Sketching
- Project Management
- Teamwork
- Organization
- Leadership
- Adaptability
- Customer Service

TOOLS

- Sketch + Figma
- Invision + Miro
- Mac + Windows
- iOS + Android
- Adobe CC
- G-Suite
- MS Office
- Sharepoint

EDUCATION

UX DESIGN CAREER TRACK Springboard

Feb '20 - Dec '20

400+ hours of hands-on course material, with 1:1 expert mentor oversight, and a completion of 3 in-depth portfolio projects.

B.F.A. IN GRAPHIC DESIGN: PRINT AND SCREEN

Robert Busch School of Design,
Kean University
Sep '12 - May '14