

EXPERIENCE

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Interaction Designer (Level 2) – 2014 to present

For four years I've worked alongside a talented team of fellow interaction designers, visual designers, strategists, producers and developers creating a wide range of digital experiences.

I've worked directly with clients in workshops, drawn thousands of wireframes on a spectrum of fidelity levels, built prototypes, presented final designs to stakeholders, conducted user testing and worked on pitches for over 20 clients and dozens of

YouTube

UX Design Intern – Summer 2013

Working with a team comprised of UX designers, UX researchers and engineers, I designed the on-boarding flow for a future version of the YouTube iOS/Android app. My designs were integrated into a prototype and we tested it with users on site.

R·I·T

New Media Design BFA – Class of 2014

ABOUT

I grew up in a small town in New Hampshire, a PC gaming nerd with passion for all things technology. Ever since I first used Freehand MX on a branding project back in my middle school English class, I've had a passion for design as well.

I've spent my school life and my career at the intersection of design and technology. Utilizing my knowledge of internet and gaming culture, the software landscape and UX patterns, I've been helping clients create smart digital experiences across a wide range of platforms and contexts.