

WORK EXPERIENCE

Principal UX Designer / Redwood platform

ORACLE January 2021 - Present

I am currently serving as principal UX designer & creative director for a small team dedicated to the Oracle Applications Platform. Within this project, I lead the UX work stream for redwood.oracle.com — a site that is used by all designers & developers looking to adopt the Redwood design system.

I am in charge of collaborating with our many stakeholders while also working closely with our team of developers, content writers, and project managers to ensure we are delivering a quality product.

Senior UX Designer / oracle.com

ORACLE November 2019 - January 2021

I worked with a team that was in charge of redesigning all of oracle.com. During my time on this team, I served as the senior UX designer on a variety of high profile projects such as the homepage redesign, campaign page templates, customer success stories, and many more.

I was accountable for executing the overall interaction and visual design as well as collaborating with product managers and developers to create the highest quality user experience.

UX Visual Designer / Fire TV

AMAZON September 2018 - November 2019

I was a visual designer for the Device and Services Design Group working on the complete redesign of Fire TV. I was in charge of designing the new look of the product while adhering to many business and technical restrictions.

I also led the visual design process on many other smaller projects, including Fire TV interactive screensaver, the mobile app redesign, and a new featured content hero banner.

UX Designer / Device and Services Design Group

AMAZON August 2016 - September 2018

I worked across all of Amazon device and services to create systematic libraries for all of our product components and templates. I designed pixel perfect libraries that were used by the entire design studio to build and extend various products.

UX Visual Designer / Mobile App

JP MORGAN CHASE April 2016 - August 2018 (contract)

I was a contract designer working with a team of UX designers to redesign all of the payment flows within the Chase mobile banking app. This project included all transfer money, quickpay, and quick deposit flows.

Visual Designer / XBOX

MICROSOFT July 2013 - January 2016 (contract)

I was the solo visual designer working with a very small group of developers to make their word game idea come to life. I assisted in finalizing the game flow experience, created all of the game visuals, developed branding and marketing materials, and oversaw voice overs and music selection. I also worked with the XBOX Casual Games team as a visual designer.

TECHNICAL SKILLS

Figma
Photoshop
Illustrator
Word
Powerpoint
Excel
Claude code

DESIGN SKILLS

Creative direction
Product design
Visual design
UX design
Design systems
Prototyping
Branding
Graphic design

EDUCATION

BFA Graphic Design

THE ART INSTITUTE OF SEATTLE

October 2009 - March 2013