
EXPERIENCE

OCT. 2012 - PRESENT

Product Designer II

Microsoft via Aquent, LLC

- Partnering with the Office Services UX Design team to develop rich HTML prototypes which simulate the expected fit, finish, and behavior of various cloud-based collaboration, communications, and extensibility experiences.
- Partnering with UX and Development teams to expand HTML prototyping processes to facilitate direct consumption by Engineers. Includes investigating and capturing best and emerging web practices and techniques directly in prototypes.
- Driving user experience for the Office Developer Platform. Responsibilities include: scenario and task development; delivering low-fidelity, conceptual wireframes & diagramming in addition to high-fidelity mockups; producing HTML and PowerPoint prototypes; partnering with user researchers to validate concepts; and partnering with Engineers to ensure accurate implementation of design decisions.

JUL. 2012 - SEPT. 2012

Junior Graphic Designer

Touch Worldwide via Filter, LLC

- Designed large-scale 2D & 3D environmental graphics for the 2012 Starbucks Global Leadership Conference in Austin, Texas.

DEC. 2010 - JUN. 2012

Front-end Developer & UI Designer

Kineticz Interactive

- Designed and developed interfaces/ui layers, assets, and basic database structures for various websites and mobile applications.

EDUCATION

JUN. 2012

BA in Graphic Design, Minor in Internet Studies

Western Washington University

SKILLS

- Proficiency with Windows & Mac OSX
- Proficiency with Adobe Creative Suite
- Proficiency with Microsoft Office
- Scenario/task development
- Wireframing/concept development
- Interaction design
- Rapid prototyping
- Visual design
- An unhealthy taste for SMALL CAPS
- Advanced knowledge of front-end web languages: XHTML/HTML5, CSS3/LESS, JavaScript [jQuery]
- Working knowledge of C#, ASP.NET, PHP, SQL
- Familiarity with MVC and MVVM architectural patterns