

I Motivate people with trust and respect, steward progress with laughter and excitement, and strive to better human life through design, technology and just living my own life. I've been lucky to work on many world-class projects with fun, talented, and passionate people over the years. And I never want to stop making the intersection of humans and technology better.

APPS that I'm proficient and/or expert in

DESIGN: Figma, Sketch, Adobe, InVision, +

PROTO: HTML/CSS/JS, iOS, React, Unity, Figma +

TEAMWORK: Office365, slack, Jira, Miro +

Experience

Best Buy Health | July 2021 – Present

Health Category, Services & Devices

Sr Experience Design Strategist

- Lead / guide research for emerging consumer health products and services that Best Buy was exploring as potential new product categories.
- Ideate, design and test health concepts for innovative consumer engagements.
- Advise business, engineering and product teams on user ethnography and consumer trends to enhance usability, accessibility, and user-focused features.
- Perform competitive analysis research on products across categories, channels, markets to inform my own designs as Best Buy was new to the health space.

Owl Labs | Nov 2020 – June 2021

Meeting Owl & Whiteboard Owl Products

Sr Product Designer

- Established User Testing and Product Research as a pillar of Product Design.
- Oversaw UX Design across all Owl Labs products and software initiatives.
- Consulted on product and application design for Usability and Human factors.
- Designed scalable UX Documentation for cross-team collaboration and design continuity.
- Designed experiences in Apps that “walked you through” setting up and using your Owl Camera.
- Evangelize Design and User Experience as mindset in other Owl Labs Orgs such as product and engineering.

Point Road Solutions | Feb 2020 – Nov 2020

Arkenet - B2B Technology Products and Services

Head of User Experience

- Helped team stay User Focused during product development across a wide range of industries and markets by creating and leading customized, multidisciplinary design sprints.
- Owned Final User Interface and User Experience Design for all 3 Products in Security, Identification, and bio-monitoring device categories.
- Designed, Developed and maintained websites and Custom Presentation Material for communicating to shareholders and marketing to new investors.

BOSE | Dec 2016 – Oct 2019

Experience and Product Design/Prototype: Innovation | Product Design Group

- Designed UX for setup and onboarding for Bose's 1st Google/Amazon enabled speakers.
- Designed and coded an app for designers to design LED lightbar animations on our speakers.
- Designed and developed the first onboarding experience for Bose Augmented Reality Frames.
- Participated in 3 years of innovation-focused design sprints, teams, and projects across Bose.
- Helped promote, educate and facilitate rapid-prototyping and user-testing of many products.
- Got my First Major Product Design Patent! (See Bose Baby Monitor in my portfolio)

Microsoft | Sept 2016 – Dec 2016

Lead Experience Designer | Business to Business Platform

- Lead quick UX re-design for app that manages relationships with partner corporations.
- Used a new design system to build out the UI for experiences and business administration tools.

T-Mobile | Aug 2015 – Sept 2016

Sr. UX Designer/ Developer | Enterprise IT Products

- Created a tool that enabled designers to copy/paste code and create their own prototypes using T-Mobiles actual markup code. Which helped close communication gaps between design and development and promoted consistency in design deliverables.
- Designed UX for a new application that would setup every IT application and service for a (US) retail store to sell products. (Tax Zones, Inventory, POS, Networked services, et al.)
- Designed the Interface for an online application that checks your cell phone coverage using a google-maps type Interface w/ T Mobile Features and promos.

AT&T | March – Aug 2015

B2B Products/Services UX Team

Sr. UX Strategy Lead | Premier/Business Center

- Interviewed, on-boarded and managed 10-15 Designers for AT&T B2B products.
- Redesigned existing applications that had never had design support.
- Met with directors of IT, Marketing, and Product orgs to better align Designs Role in R&D.
- Established AT&T's 1st "Design Integrator" Role where design could sit with engineering to deliver designs via coded interfaces.

MICROSOFT | December 2014 – February 2015

Microsoft IT – Corporate Finance IT

UX Integration Designer/Developer | Microsoft HR and Finance Apps

- Translated flat-file design assets into fully functional interfaces for web apps.
- Consulted on design and development patterns for customer-facing applications.
- Led an initiative to transition the team from Waterfall to Agile production.

MICROSOFT | November 2013 – November 2014

Xbox / Windows - Operating System Group

UX Designer/Developer | Xbox-Windows Music/ Video

- Wrote and maintained Front-End code for media applications for Xbox and Windows Platforms.
- Coded interfaces that match platform/brand guidelines and design style guides.
- Consulted on visual layout and interface functionality for new features and applications.
- Delivered the final polish for the design, layout, interface and display of Windows Marketplace.

MICROSOFT | July – September 2013

MSN Solutions Engineering Team

UX Designer/Developer Lead | BING/MSN Microsites

- Designed and developed responsive interfaces for Bing & MSN groups.
- Delivered Rapid Prototypes for other teams to integrate with back end services.
- Provided Redline, wireframe and other markups.
- Designed and prototyped UI/UX Overhauls of existing applications.
- Worked with Product Owners to address know issues and bugs.
- Created new functionality to help product compete in international markets.

AT&T | November 2012 – June 2013

Mobile Consumer Advertising Team

Program Director | Creative Analytics App

- Worked across business groups to create a new analytic program based on design elements.
- Built a database application to track the new analytic data from all AT&T's online advertising
- Directed multiple vendors simultaneously in support of the program
- Designed a multi-phase roll-out to lessen initial impact on budgets and staffing

Technical Program Director | Animated Banner Advertising Team

- Scoped, planned and executed new program to deliver animated ads to mobile phones
- Advised on Development Environment and Production restraints for the existing design team
- Worked with Adobe CQ team to lead responsive design enhancements for AT&T.com
- Prototyped hand coded animations using HTML5, CSS3, jQuery, JavaScript, and other JS libraries.

Lead UX Designer and Developer | Design Team Portfolio Site

- Scoped, architected and prototyped Flash advertising and UI for the online advertising group
- Maintained Daily Scrums and project documents such as weekly summaries and backlogs
- Versed Directors, Designers and Developers on Responsive Design, HTML5, CSS3 & JS best-practices for multi-device / multi-platform delivery models on internet and extranet networks

MICROSOFT | November 2011 - June 2012

UX Lead & Project Manager | Sales & Marketing - Team Site

- Managed the scope and production of a an app for sales and marketing to use as for team collaboration. Facilitating information, calendars, task lists, and other tools, company-wide
- Successfully mitigated a complete development staff turnover mid-way through project.
- Managed innumerous change requests and production issues for a wide set of Stakeholders.

UX Lead & Project Manager | WWSMM Memo Site

- Led the design to delivery phases of a memo website to be used by all 60k+ Microsoft employees as a central support asset for their annual world-wide strategy rollout event
- Directed proceedings for designers, developers, managers and stakeholders

WELLS FARGO | October 2011 – March 2012

Wholesale Technologies Team

UX Lead & Project Manager | Incident Management Portal

- Referred by dashboard project manager to manage the rewrite and enhancement of the application that Wells Fargo uses to mitigate and record any incidents that impact the performance of their wholesale (internal use only) applications
- Performed user surveys, interviews alongside studies on workflow, interface and experience
- Conducted thorough testing incorporating 8 developers, 20+ users, 4 managers and a few Directors

UX Lead & Project Manager | Executive Dashboard

- Designed and prototyped a responsive web-app UI to be used as a boilerplate for CTO Dashboard
- Reviewed existing application and determined more intuitive methods for displaying the information across phone, tablet and laptop/pc deployment
- Led across Design, Develop, Architect, and PM disciplines in FTE, Contract and Vendor capacities.
- Time lined, budgeted and tracked project with regular review, stand up, and teamwork meetings to sync production staff, stakeholders and senior execs working across 3 time zones