



SUMMARY

I am a passionate, patient, and successful User Experience Designer with over 8 years of experience working on software and web applications in corporate, startup, and consulting environments in positions as a designer and a manager. I love creating rich and visually stunning experiences for users, problem solving interfaces, being challenged, and working in fast paced environments. I've experienced all the stages of a typical user-centered design process from design research, to interaction design, visual design, prototyping, production, user testing, and product launches.

EXPERIENCE

Pearson Education
Chandler, AZ
Jan 2010 - Present

Lead User Interface Designer

Currently leading a group of UX/UI designers to create mobile apps, digital products, presentations, and websites. Work closely with development teams to implement design in the forms of specification and style guide documentation.

- Built and maintain a UX pattern library for interaction consistency between platforms. Its purpose is so we don't have to meet about previously discussed/decided topics and in turn saving time and money on projects
- Organize and consolidate functional specification documents, otherwise known as templates to use for Flash development

Pearson Education
Chandler, AZ
Nov 2007 - Dec 2009

User Interface Design Manager

Managing 5+ UX designers to work with development teams and business unit stakeholders to create web based educational products delivered through Pearson SuccessNet and Pegasus proprietary learning management platforms. Manage work flow and resource allocations for the creation of future prototypes and template designs.

- Successfully developed and delivered over 10 multi-million dollar products (K-12) ranging in subjects from Math, Science, Literacy, and Humanities
- Managed up to 10+ designers and artists at one time

Pearson Education
Chandler, AZ
April 2006 - Nov 2007

Senior User Interface Designer

Led a group of interface designers, illustrators, and animators to create highly interactive, fun, and engaging templates for several educational digital products (Math, Reading, and Social Studies).

- Created and supervised the consistency of all Flash based templates throughout development
- Created and recorded workflow processes based on the groups involved to streamline deliverables - the base of these processes are still in use today
- Supervised creative direction of numerous projects both internally and externally



Pearson Digital Learning

Mesa, AZ
Jan 2005 - April 2006

User Interface Designer

Worked with business analysis and developers to successfully established teacher and student interfaces for Pearson SuccessNet 2.0 (K-12). Created all Flash based templates and specifications for SuccessMaker K-5 Reading.

- Created wire frames, designs, and UX specs for use cases, function specifications documents, and style guides for development
- Accountable for all platform designs and updating
- Designed logos, presentation folders, brochures, and advertisements

Action Performance

Tempe, AZ
April 2004 - January 2005

Graphic Designer

Created paint schemes based on 2nd and 3rd party sponsors for diecast cars, NASCAR, and other motorsports memorabilia.

Alpha Omega Publications

Chandler, AZ
May 2002 - April 2004

Animator / Graphic Designer

Successfully animated scenes and coordinated all storyboard sequences and songs for "Kingdom Under The Sea - The Gift" (3D animated film).

EDUCATION



The Art Institute of Phoenix

Phoenix, AZ
October 1999 - September 2002

Bachelor of Arts, Media Arts & Animation

SKILLS



- Strong understanding and capabilities in visual design, user experience design, interaction design, information architecture, animation, and illustration
- Advanced knowledge of design software including Adobe Photoshop, Flash, Dreamweaver, Illustrator, After Effects, and Soundbooth
- Advanced knowledge of HTML, XHTML, and CSS (cross-browser support)
- Familiarity with JavaScript and jQuery (AJAX) as well as ActionScript (2 & 3) and XML
- Constant use of browser tools for HTML/CSS debugging which include Firebug, Tidy, and Firefox's Developer Toolbar
- Autodesk 3ds Max, Final Cut Pro, and DVD Studio Pro
- Microsoft Office (Word, Excel, Outlook, Power Point, and Project)

REFERENCES



Available upon request