



### SKILLS

#### General:

UI/UX Design  
Content Design  
Game Design  
Live Service Design  
Content Strategy  
User Research

#### Software:

Figma  
Axure  
Adobe Creative Suite  
Invision  
Keynote  
Jira  
Confluence

#### Systems:

Windows  
Mac OS  
Ubuntu  
iOS  
Android

#### Languages:

Actionscript 3.0  
HTML5  
CSS3  
Javascript  
PHP  
MySQL

### WORK EXPERIENCE

#### Niantic Labs UX Designer

*8/21-Ongoing (2 years)*

- Builds wireframes and prototypes of design systems for rapid iteration, optimizing for efficient development
- Writes design specs for new game features, user stories, feature dependencies, and system impact
- Analyzes playtesting data and puts together a selection of different solutions for actioning off of the results
- Works with other game teams to best introduce rapid prototyping sprints into their development cycles
- Posts frog images every Wednesday to celebrate the middle of the week
- **On the Ingress team:** performs game design, UI/UX, asset art, feature prototyping, and monetization strategy tasks as needed

#### TMP Worldwide Senior User Experience Designer

*2/14-7/20 (7 years)*

- Performed research and analysis into the clients' userbases to inform the design of their projects
- Audited existing sites on their strengths and weaknesses and offered high level suggestions for improving problem areas
- Designed wireframes and site architectures that fit clients' individual careers and recruitment needs
- Provided UX guidance to designers and project leads on other projects
- Collaborated on the production of several award winning websites

#### Photon Infotech UI/UX Design Lead

*6/12-2/14 (2 years)*

- Designs were used across 800+ applications on both the Windows tablet and phone
- Led design and development of mobile, tablet, and web applications for Fortune 100 clientele
- Created rapid iterations of wireframes and mockups, along with detailed instructions for building projects

### ACTIVITIES

#### Tabletop Game Design

*2/19-Present (5 years)*

Designer/Writer; designs, structures layouts, publishes and promotes multiple game and rule supplements; worked with DMsGuild, Ghostfire Gaming, MCDM, and 2CGaming

#### World Entertainment Studios

*5/09-Present (14 years)*

Creative Director; designs video games, manages team members, and provides UX, art, animations, and voice work to projects as necessary

#### Marvel Comics

*10/11-12/11*

Digital Media Intern; produced graphics for Marvel's news outlets and offered consulting for large digital projects, including website revisions and live streaming events

#### Stevens Game Development Club

*9/08-5/11 (3 years)*

Vice President; supported and advised president in club activities and events

### EDUCATION

#### Stevens Institute of Technology

*Graduated - May 2012*

B.S.: Computer Science  
Minor: Art & Technology  
GPA: 3.333