



DESIGN SKILLS

Wireframes
Prototyping
Storyboards
User flows
Experience Mapping
Information Architecture
Responsive Design

Collaborative Design
Developer Coordination

Analytics Review
UX Strategy

Competitive Research
Stakeholder Interviews

USER EXPERIENCE DESIGN & DIRECTION

Comprehensive understanding of software, web & mobile development life cycles. Hands-on experience with all stages of a user-centered design process from concepting, interaction design, and visual design to prototyping and production. **Ready to fight for the right design decision** on behalf of the team, and prepared to meet corporate goals. Meticulous and can spot a typo at 100 yards. Excellent communicator.

Product Designer II (Returnship)

Disney Streaming, *Remote*

Sep 2022 - Dec 2022

Identify opportunities to improve current artwork design processes. Develop an understanding of design tools used across workflows, and help the team leverage them to improve the way we work. Align on priorities with senior leadership and collect buy-in on projects & initiatives. Support team with process improvement by thoroughly understanding design tools, artwork assets and automation opportunities.

Designer (Contract)

Monolith Productions (WB Games), *Remote*

Sep 2021 - Dec 2021

Design, implementation, and creation of missions and gameplay experiences. Work with design leadership to rapidly produce prototypes. Collaborate with design team, artists, and engineers to ensure missions are fun, interesting, and performant. Address critical feedback.

Career Break

San Leandro, CA

Aug 2018 - Aug 2021

Took a career break to care for family. Engaged in a personal projects and freelance opportunities to stay current on industry trends.

Senior Manager of User Experience

Apollo Health Technologies, *Burlingame, CA*
(a division of Fanfare Entertainment)

Jan 2016 - Aug 2018

Worked on development of the ReCode platform for Alzheimer's patients and practitioners. Projects included the design of a personalized patient report, mobile app, and online backend support module for practitioners. Participated in research and planning of product from concept to launch with physician developer of the revolutionary protocol, backend software architect, frontend engineer, visual designer, and project manager.

EDUCATION

San Francisco
State University
Mobile UX/UI
Design Certificate

San Jose
State University
B.S. Photojournalism
Minor, Spanish

**DESIGN SOFTWARE
PROFICIENCIES**

Adobe Illustrator
Adobe Photoshop
Adobe XD
Sketch

EXPERIENCE WITH

Adobe Experience Manager
Asana
Airtable
Smartsheet
Confluence
Figma
Jira
Perforce
Agile & Scrum
HTML & CSS
GitHub
Apple HCI
Wordpress
Bootstrap

Senior Designer of User Experience

Fanfare Entertainment, *Burlingame, CA*

Apr 2011 - Aug 2018

Responsible for delivering the full stack of user experience design deliverables for mobile apps and consumer retail site. Work with management team and engineers to deliver distinctive user-centered solutions through an iterative design process. Design user experiences that balance user task execution with technical capabilities and timelines. Bring a singular focus on the end users, their tasks and goals.

User Experience & Design Consultant

San Francisco Bay Area

Jun 2006 - Mar 2011

User interface designer, web designer, and product designer. Projects included Facebook game/app design with Agile development, retail website design, information architecture and user interface, website architecture, design management, feature design.

Senior Manager, User Experience

Respond.com, *Palo Alto, CA*

Jun 1999 - Jun 2002

Designed consumer and business features for RFQ web app. Identified and designed features by establishing requirements through work flow tasks, conceptual walk-throughs, prototypes, and completion of design specifications. Established user experience throughout product life cycle. Authored html production guidelines and design specifications. (*Company was acquired in 2002*).

Manager of User Experience

Total Entertainment Network/

Pogo.com/Electronic Arts, *San Francisco, CA*

Nov 1996 - Jun 1999

Managed six-person design team of graphic artists, production artists and user interface designers; team responsible for design across the company including user interface, function, graphic design, architecture, documentation and marketing.

Completed redesign upgrade of an online entertainment network. Developed and implemented new features. Daily interaction with Engineering to design and implement features and functionality, and enhance the user experience. Responsible for authoring user interface design specs for various features.

Designer

Catapult Entertainment, *Cupertino, CA*

Apr 1995 - Oct 1996

Responsible for designing and producing advertising and marketing materials for interactive game company. Multi-tasking and working under tight deadline was essential. Worked closely with backend engineers to ensure usability and product cohesiveness. Created, as part of a three-person team, the online presence and user interface for XBAND PC, for interactive gameplay. Also wrote and developed content creating a community.