

Senior Product Designer at Spotify creating a design system.

Education.

Rochester Institute of Technology
Bachelor of Fine Arts; May 2011
New Media Design and Imaging

Achievements.

Patent pending from Xerox
sponsored team project at RIT.

Volunteered at Isaac Newton
Middle School teaching Character
Design class.

Experience.

Spotify / Senior Product Designer

New York, NY / May 2016 - Present

Formalized a team within Central Design to deliver a distributed-yet-centralized Design System. Defined the roadmap, roles and responsibilities, and ways of working. Developed a culture of contribution in order to scale. Delivered a unified set of guidelines, toolkits, and accessible components for Spotify web experiences. Art directed a small design team that handled Spotify Premium seasonal and evergreen campaign material and integrated with our payment product team.

Square / Product Designer

New York, NY / February 2015 - May 2016

Launched a beta for Online Store. Developed the onboarding, custom site editor, page templates, and order management flows. Provided design support for the Retail POS experience (alpha and beta). Built prototypes to test workflow optimizations for search and scan interaction patterns.

Amplify / Senior Visual Designer

New York, NY / August 2013 - February 2015

Led design for Amplify Market and the backend portal to deliver content, lessons, and applications for teachers. Led design for the SXSW concepts. Built an animation system for characters in the tablet experience. Developed visual direction for an updated tablet and web experience.

The Barbarian Group / Designer

New York, NY / July 2011 - August 2013

Led design for the searsStyle digital brand. Created a variety of design material for GE, Bacardi, Bloomberg, Samsung, and Dos Equis.