SKILLS

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| * UX Leadership * UX Design * Sketching and Wireframing * Interactive Prototyping * User Testing & Research | * UI Design * Design Patterns * HTML/CSS Experience (Intermediate) * JavaScript Experience (Basic) * 3D Modeling |

EXPERIENCE

**Edmentum – (September 2013 - Present)**

*Lead Experience Designer, Experience Design Team*

* Lead design for educator and learner experiences for flagship products with emphasis on engagement
* Designed interactive educator exp’s, winning two “Best in Show” awards at national ed-tech conference
* Contributed to design thinking workshops by speaking on market research and sketching concepts “on-the-fly”
* Redesigned key reports through improving data visualizations in collaboration with research/data science
* Responsible for leading initiatives on user engagement (gamification), accessibility, and UX blog writing
* Mentored junior level team members on UX Design, Accessibility, “tough conversations”, and other skills
* Supported development teams via frequent collaboration and timely asset handoff in an agile environment
* Contributed to design and created digital game assets for four premium educational games

**Collin College – (September 2013 - Dec 2018)**

*Associate Professor, Communication Art Department*

* Courses: Intro to UX design, Intro to computer graphics, storyboard/concept development, advanced 3D apps
* Utilized learning design methodologies to design course structure for all courses taught
* Mentored new educators through sharing of curriculum and demonstrating class structure
* Participated in department board meetings to help define new UX associate degree program
* Developed measurable creative and technical skills through practical projects and succinct lectures

**Cerner (July 2012 - March 2013)**

*Interaction Designer, User Experience Team*

* Designed desktop and mobile user experience workflows for healthcare specific applications
* Constructed HTML/CSS prototypes from high-fidelity visual mock-ups to use in user testing
* Corresponded daily with developers to align on implementation of visual mock-ups
* Coordinated with usability research teams to assess test-results and make changes based on outcomes

**Halliburton – Various Contracts (March 2010 – September 2013)**

*UX Architect and Visual Designer for Common Ground Initiative, HCT Technical Software (April 2013 – September 2013)*

* Co-lead development of corporate-wide user experience infrastructure and design-system initiative
* Developed and run key presentations and workshops for UX leadership across Halliburton
* Contributed to UI design system for mobile (iPhone 4/5) Halliburton applications
* Provided resources and consultation to internal software teams without UX design resources

*UX Consultant/Technical Writing, HCT Technical Software (July 2012 - April 2013)*

* Edited/contributed to a white paper on re-structuring UX and development infrastructure across Halliburton
* Trained new Junior UX designers in 8-week, web-based training to increase starting level competencies

*UX Design Team Lead, HCT Technical Software (November 2011 - June 2012)*

* Responsible for overall quality of user experience and design for HCT Technical Software
* Directed multiple project teams in decision-making to execute overall vision of projects
* Utilized agile/scrum methodologies to quickly and efficiently adapt to user and stakeholder needs
* Conducted research with users, stakeholders, and subject matter experts capture project requirements

*UX Designer, HCT Technical Software (March 2010 - November 2011)*

* Designed UI mock-ups and visuals for development in accordance with corporate branding guidelines
* Produced presentation and marketing materials for various applications and products
* Created/animated technical 3D models using 3DS Max for use in instructional videos and simulation apps

EDUCATION

**Southern Methodist University - The Guildhall (2010)**

* Master of Interactive Technology in Digital Game Development, Leadership Excellence Award

**University of Missouri-Kansas City (2007)**

* Bachelors of Arts in Studio Art with departmental honors, Bachelors of Arts in English

ADDITIONAL TRAINING

**High Potential Employee Leadership Training** (2017), Edmentum

**Certified Product Owner** (2012), ScrumAlliance.Org

**Frontline Supervisor Training** (2012), Halliburton