



PROFESSIONAL SUMMARY

I'm a Senior Product Designer with 7+ years of experience helping organizations make their products feel simple, clear, and worth using — across enterprise SaaS, subscription commerce, and operational platforms that people depend on every day. I participate in the full design process — from early discovery and strategic approach through ideation, prototyping, asset delivery, and production with engineers — holding work to a high standard of craft across accessibility, interaction design, and visual design. I use research — both qualitative and quantitative — to set direction, bring teams into alignment, and find clarity in complex, ambiguous problem spaces — always connecting design decisions back to business outcomes.

CORE DESIGN SKILLS

Product Design Information Architecture, User Flows, Wireframing, Interaction Design, Responsive Design, Prototyping	Design Systems Component Libraries, Design Tokens, Design Documentation, Design Governance
Research & Validation Customer Research, User Interviews, Usability Testing, Journey Mapping, Workshop Facilitation	Accessibility & Delivery WCAG Accessibility, HTML/CSS Fundamentals, Developer Handoff, Front-End Collaboration
Tools Figma, FigJam, Auto Layout, Variables, Variants, Adobe Creative Cloud, Miro, ChatGPT, Base44	

EXPERIENCE

Sr. User Experience Designer

Neogen Corporation
Sep 2022 - Nov 2024
Lansing, MI (Remote)

- Led end-to-end UX design for a high-volume laboratory platform across 60+ countries, facilitating cross-functional workshops to build alignment and applying systems thinking to complex operational challenges.
- Designed complex multi-step workflows including permissions, compliance reporting, and operational decision-making systems, aligning UX with business and efficiency objectives.
- Designed customer service-driven product inquiry and selection experiences, including shopping-adjacent workflows, issue resolution flows, and decision-support interfaces designed to reduce friction and support customer conversion.
- Conducted user research through customer support calls, interviews, and usability testing — leveraging quantitative and qualitative insights to set design direction and hold work to a high standard of craft.
- Mentored junior designers through design critique and craft direction, championing accessibility standards and contributing to an inclusive, human-centered design culture.
- Partnered with lead engineer to redesign system notification copy across the full product, using AI tools to ensure consistent tone and point of view — translating cryptic error states into plain-language messaging that reduced user confusion at critical workflow moments.
- Built and scaled a design system strategy across multiple products, including governance, reusable components, and cross-team adoption standards.

Sr. User Experience Designer

3M Food Safety Division
Jul 2022 - Sep 2022
Maplewood, MN (Remote)

3M Food Safety Division (FSD) was acquired by Neogen Corporation.

User Experience Designer

Nerdery
Feb 2022 - Jul 2022
Chicago, IL

- Designed responsive web and mobile experiences for event registration and user engagement, delivering across multiple screen surfaces with a focus on clarity and ease of use.
- Collaborated with product and engineering teams to deliver interactive UX features, applying Material Design principles to maintain consistency and craft standards across the product.
- Delivered production-ready assets through fast-paced Agile cycles, managing handoff and iteration in close collaboration with engineering and accessibility.

User Experience Designer

Wunderman Thompson
May 2021 - Jan 2022
Chicago, IL

- Led the end-to-end design process and production of deliverables for consolidation of six fragmented enterprise portals into a unified platform, navigating complexity and ambiguity across multiple stakeholder teams to deliver a coherent, multi-audience digital experience.
- Designed foundational design system (26+ components, templates, and documentation) enabling scalable adoption across teams.
- Redesigned information architecture and navigation systems to reduce cognitive load across distinctly different user audiences.
- Built consensus across stakeholders and partnered with content strategists, engineers, and visual designers to drive alignment on UX standards across a complex, multi-team enterprise platform.

User Experience Designer II

CSG (Ascendon Platform)
Jul 2019 - May 2021
Chicago, IL

- Designed and optimized consumer-facing shopping cart and mini-cart experiences within a high-volume subscription commerce platform, improving product selection clarity and checkout flow efficiency.
- Owned end-to-end UX design for transactional workflows including subscription management, billing, CRM, and customer lifecycle operations, collaborating cross-functionally with product managers, engineers, and content strategists.
- Delivered 10+ features per sprint in Agile environments, managing asset delivery and production collaboration with engineers while translating business requirements into high-fidelity prototypes.
- Partnered with engineering to ensure design system consistency, implementation accuracy, and performance feasibility across consumer-facing checkout and subscription flows.
- Contributed to a scalable design system supporting reusable components across both consumer-facing interfaces and internal call-center tools, enabling consistent design patterns and faster iteration across growth initiatives.

EDUCATION

University of Wisconsin - Stout

BFA, Industrial Design
Menomonie, WI

General Assembly

UX Design Certificate
Chicago, IL