

SUMMARY



Strategy and leadership for cross-functional product design teams. Speaker and author.

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UX MANAGER	5/2017 - 1/2019
HIGHLIGHTS Scaled the UX department to keep pace with the increasing demands of a 'unicorn startup', taking the team from six to fourteen over the period of a year	Conducted a comprehensive accessibility audit, creating a statement of compliance and improvement roadmap
Established GitLab's Design System (Pajamas)	Led the team in the redesign and rollout of GitLab's navigation
RESPONSIBILITIES Improved scheduling processes to balance necessary UX improvements with the overall vision	Held regular 1:1's with all members of the UX department
Worked with all parts of the organization (e.g. Backend, Frontend, Product, Build, etc.) to evangelize and educate on user experience	Developed team members to reach their full potential, understood their goals and needs, partnered in their development, provided advice, feedback, training, and advocacy
Drafted quarterly UX OKRs, aligning with company objectives and the product roadmap	Introduced technical and process improvements to the UX department
Attracted, recruited, and retained top designers and researchers	
LEAD UX DESIGNER / UI DEVELOPER	10/2016 - 4/2017
RESPONSIBILITIES Lead UX research and design with additional responsibility of supervising offshore contractors, junior developers, and designers	Development of efficient, maintainable, and scalable web UI using HTML/Sass/Javascript
UX / UI MANAGER Mad Mobile, Tampa, FL	05/2015 - 9/2016
HIGHLIGHTS Partnered with leaders in Product Management, Strategy, and Development to establish and refine leaner, more iterative and collaborative processes across the full product development lifecycle	Built and coached a team of UX designers and UI developers to deliver on product vision and standards

RESPONSIBILITIES

Managed resourcing for product roadmap that aligned with business needs and associate growth goals

Conducted code (HTML, CSS, Less, Sass, React) and design reviews

Gathered and interpreted stakeholder feedback to shape design solutions that met both business and consumer needs

Supervised design critiques and held regular 1:1 with team members

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Worked closely with key clients to ensure materials maintained corporate branding guidelines		Developed, maintained, and updated Shopify e-commerce website	
Oversaw large scale gra	phics production process	Hiring, training, and	d day to day management of
from concept to completion		production artists in the Tampa & Colorado offices	
ADJUNCT FACULTY Sanford Brown Online ar			09/2009 - 6/2015
Instructed students on the essentials of typography, color theory, web design, HTML5, CSS, and basic programming concepts		Mentor incoming faculty members, instructing them on procedure, policy, and best practices	
MULTIMEDIA DESIGN Various clients	& DEVELOPMENT		01/2004 - PRESENT
		UX, UI, and graphic design work for a variety of mediums	
ASSOCIATIONS (GORGANIZATIONS		
	DERSHIP FORUM		11/2018 - PRESENT
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Member	4404(6) 741(5)		
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WOMEN WHO CODE Founding Member, Direct GIRL DEVELOP IT (GI Chapter Leader / Volunte ASSOCIATION FOR C SIGGRAPH s3 Mentoring L SKILLS UX METHODOLOGY Usability testing Interaction flow map Interface prototyping	DI), TAMPA COMPUTING MACHINERY ead DEVELOPMENT HTML/CSS Basic Javascript React	(ACM) SOFTWARE Sketch	
WOMEN WHO CODE Founding Member, Direct GIRL DEVELOP IT (GI Chapter Leader / Volunte ASSOCIATION FOR C SIGGRAPH s3 Mentoring L SKILLS UX METHODOLOGY Usability testing Interaction flow map Interface prototyping Website analytics	DI), TAMPA COMPUTING MACHINERY ead DEVELOPMENT HTML/CSS Basic Javascript React Git	SOFTWARE Sketch Adobe CC Invision Marvel	MANAGEMENT Strategic planning Conflict management Hiring Performance review
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