

Work History

The Walt Disney Company • UX Designer • April 2021 - Present

Spearheaded extensive discovery processes, laying the foundational groundwork for the redesign of enterprise tools that cater to complex user needs.

Delivered low- to high-fidelity designs, meticulously validated and tested with end-users to ensure usability and efficacy.

Played a pivotal role in aligning design initiatives with overarching business objectives, translating complex problems into intuitive interfaces that enhance user productivity and confidence.

Accelerated time-to-market for new features through the adoption and creation of repeatable scalable design patterns.

Managed multiple nuanced project engagements concurrently, adeptly negotiating timelines and innovating solutions while maintaining a keen focus on user-centric design principles.

Produced high-fidelity, interactive prototypes to facilitate qualitative and quantitative user research, driving iterative improvements based on feedback.

Collaborated with internal teams to define and implement a comprehensive design system, unifying the visual language and ensuring consistency across the entire enterprise suite of applications, encompassing over 800 tools.

Rehearsal • Product Designer • Dec 2017 - April 2021

Spearheaded the strategic planning, design, and development of key administrative features within the enterprise web application, tailored specifically for executives and managers.

Ensured a unified visual language and brand experience across all user interfaces within the application and corporate website.

Led the planning, execution, and analysis of usability tests, driving iterative improvements based on synthesized findings.

Projects

Mission Control • March 2023 - Present

Led collaborative problem-solving efforts to navigate complex requirements and deliver pragmatic solutions for a supply chain status tool, ensuring alignment with business objectives, design principles, and established design system guidelines.

Iteratively refined designs through multiple rounds of wireframing and user testing, ensuring alignment with user needs and business objectives, while progressively increasing fidelity as part of the iterative design process.

Effectively communicated with developers to address development constraints and ensure seamless implementation of designs.

Enterprise Design Language • April 2021 - Sept 2023

Played a key role in supporting the inception, creation, and implementation of a comprehensive enterprise-wide design system.

Collaborated with internal teams to develop scalable and accessible design components, specifications, and documentation, ensuring easy adoption and use across all enterprise applications.

Program Profitability System • March 2022 - March 2023

Conducted in-depth analysis of a legacy application, organizing its functionality and data into coherent information flows and architectures.

Conducted discovery interviews with key users to gather insights, resulting in the creation of personas and journey maps to inform the design process.

Iteratively refined designs through multiple rounds of wireframing and user testing, ensuring alignment with user needs and business objectives, while progressively increasing fidelity as part of the iterative design process.

Worked closely with developers to address development constraints and ensure the successful implementation of design improvements.

Education

University of California, Berkeley • August 2013 - May 2017

Bachelor of Arts, Cognitive Science

Minor, Computer Science

Skills & Tools	UX/UI Design	Information Architecture	Figma	HTML & CSS
	Wireframing	User Research	Sketch	Javascript
	Prototyping	Usability Testing	InVision	React