





UX Designer creating efficient, intuitive solutions by considering the whole environment of a product - from the immediate details of a user's interaction with it; to design and implementation; to company, client, and user goals. My varied background in both art and physics enables me to address both detail work and systems thinking, make strategic commitments, and to plan a digital ecosystem that addresses a client's core needs.

 Design


 Process Optimization

 Documentation

 Management

University of Warwick Space Management and Timetabling | *Space Planning Officer*  Mar 2017 - Jun 2017

Plan (digitally and on paper), discuss, refine, and present plans for fitting the expanding Faculty of Arts into their existing office space footprints using the campus-wide Space Management Guidelines. At the request of the School of Life Sciences and the Warwick Medical School, apply the same evaluation to their offices to understand where they might make adjustments to accommodate new starters. Gather and analyse room usage data to back up decisions. Meet with heads of departments to explore all opportunities for efficiency measures.

ParentPay Ltd. | *Junior UI / UX Designer*    Nov 2016 - Jan 2017

Translate user requirements into user journeys, and develop wireframes and functional prototypes in Axure. Observe user testing sessions and incorporate the feedback into all applicable parts of the product. Be an advocate for the user in all situations, including furthering discussions of accessibility needs.

Be involved with Agile / Scrum team planning and estimating; collaborate with the developers and testing team to ensure the sprint timeline is kept. For assigned stories, handle everything from requirements-gathering to stakeholder review within the provided time and framework. Raise questions that revealed unspoken assumptions and uncommunicated processes, increasing whole team efficiency.

University of Warwick School of Law | *IT & Learning Support Officer*    Mar 2016 - Jun 2016

Create marketing templates for desktop publishing for use both in print and online that are consistent with new University branding guidelines. Apply those templates to create posters for print, online, and display on large screens around campus. Ensure that the new website adhered to User Experience best practices by evaluating current interactions, structure, layout, colours, etc. and making necessary changes.

Create background policies that govern the standardization and centralization of information, reducing duplicated effort and streamlining information on the site. Compile written instructions, documentation, and advice for staff and students on all systems, software, and processes. Document all internal IT processes to ensure consistent application of policies during administrative and academic transitions.

Loom Grown | *Production Assistant and Design Consultant*   Oct 2015 - Dec 2015

Troubleshoot issues with Trotec300 laser cutting paths and part design files. Assist with path planning and design optimization to minimize waste material. User Experience testing of the accompanying application.

San Francisco Public Utilities Commission | *Application Interaction Designer*   Mar 2015 - Jul 2015

User Experience research and design for an internal timekeeping module integrated with task management software. Create Balsamiq wireframes, present prototype to stakeholders, and incorporate feedback from all levels.

Update specifications and requirements document, sketch thumbnails for process flow, map and understand current systems, market research into other timekeeping software, and conduct ad-hoc user testing.

San Francisco Department of Public Works | *Visual/UX Designer*   Oct 2014 - May 2015

Design and build a web-based user interface for a historical cost database. Write and edit CSS and HTML, conduct exploratory user interviews, and present and defend design ideas to administrators and stakeholders.

General Assemb.ly | *Student, User Experience Design Intensive*  Jun 2014 - Aug 2014

Implement user research tactics to gain a deeper understanding of what users need and want. Identify the best ways to organize information on a given site or app. Understand the importance of Information Architecture. Design a digital product that behaves intuitively, and brings joy and function to users. Explain process through the use of sketches, wireframes, and presentations. Collaborate with design teams to see a project from start to finish.

Other Machine Co. | *Retail Interaction Designer*    Dec 2013 - Mar 2014

Design and implement packaging, creative kit contents, and customer outreach. Research and report on market trends in the "maker" space across the globe, as well as within small-scale manufacturing.

Solely responsible for contents, flow, launch, and monitoring of the web store supporting our portable CNC milling machine. Investigate, test, order, organize, and track inventory (and create associated systems and processes).

GREE International, Inc | QA Tester  Dec 2012 - Sep 2013

Conduct black-box testing of mobile games on iOS and Android. Assist with QA sign-off leading up to submission to the Apple App Store and Google Play. Ensure consistency across testcases and bug reports. Mentor new hires.

Pioneers of the Inevitable | Quality Assurance Tester/Lead; IT Buddy  Apr 2009 - Jul 2012

Rebuild, update, and manage templates for bug reports to ensure that all information is collected up front to reduce response time. Update and maintain how-to guide for the community. Develop a high-level test plan.

Volunteering

OwnBooks | Participant and Designer  Sep 2016 - Apr 2017

Assisting with collection, cleaning, labelling, and organizing of books in the repository for distribution to schools. Informational flyer and website design and consultation.

Achieving Results in Communities CIC | Activity Facilitator  Mar 2016 - present

Individual support and activity facilitator during weekly EcoTherapy@FoundryWood sessions at the community urban woodland. Organize and assist attendees performing woodland maintenance, craft, and group cooking tasks.

Sundown Blues Dance Society | Founding Board Member; Event Host  Jul 2014 - Dec 2015

Board Member : Create documentation of internal processes to facilitate communication between organization volunteers, as well as accountability to community members. Ensure smooth operation of two weekly event venues. Attend and provide updates at bi-monthly Board Meetings. Incorporate feedback into Event Host role.

Event Host : Responsible for restructuring community and cultural expectations within two weekly social dance venues through outreach, engagement, and policy. Also being present as a Host several nights a month to provide on-site support, manage a team of volunteers, and ensure that new guidelines and processes fit the environment.

The Crucible | Fire Safety  Nov 2008 - Dec 2015

Check in with performers and artists before they light up, assist with their safety procedures, communicate any concerns, and give a go/no-go before running. Maintain a safety perimeter around active fire. Be on hand during both small and large performances to address questions from attendees, performers, or other staff. Attend and assist with yearly Fire Safety training to keep current on procedures. Play with fire. Safely.

FIGMENT Oakland 2015 | Curation Co-Lead  Mar 2015 - Oct 2015

Assist with on-boarding and co-ordinating artists for and during the event, and supporting the other Curation volunteers. Herd cats. Help with everything. Serve as day-of contact for administrative decisions.

Internal-facing organization, communication, workflow optimization, documentation, etc. to keep the participants and eight-person organizing committee up-to-date. Ensure consistency and accuracy by providing templates.

BlacksmithHER | Editor  Mar 2015 - Sep 2015

Restructure podcast summaries before they are posted to the website, to ensure consistency and accuracy.

i am the cavalry | Editor and Designer  Aug 2014 - Dec 2014

Design outreach flyers targeted to automotive industry professionals, security researchers, and the general public.

Girls Science Institute | Activity Lead and Assistant  May 2014 & May 2015

Assist with project set-up in the morning, registration and check-in, maintaining order throughout the day, answer questions, guide exploration, and generally be present as a female STEM role model.

BluesQuake 2014 | Meeting Chair  Oct 2013 - Jun 2014

Ensure that information from meetings is recorded and shared. Create agenda, solicit further items, keep meetings on track, and ensure that we stick to the event timeline. Find, organize, reference, and maintain documents needed to plan and run a weekend workshop on a small budget with attendees from all across the US on a nine-month timeline.

Education

- 2014 General Assembly, UXDi
- 2007 UC Berkeley, Summer Mandarin Chinese
- 2006 University of St Andrews, Semester abroad
- 2007 Bryn Mawr College, BA in Physics

Interests

Reading sci-fi, fantasy, historical fiction, non-fiction, cultural history, linguistic analysis, science, poetry, etc.
Climbing trees. **Building** big art. **Making** small art.
Fixing mechanical problems. **Dancing** solo modern and partnered blues. **Sailing** dinghies and keelboats. **Music**.
Art. **Scotch**. **Backpacking**. **Travel**. **Fire safety**.

References available upon request.