






UX & IA Design

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I'm a UX/IA Designer who's also effective at Frontend Development. Teaching chess, studying personality theory, and performing stand up comedy give me a perspective that I enjoy leveraging in my designs.

Be methodological, persistent and deliver results.

Experience

Chessercizes 01/2019 – 06/2020
6 months*

UI/UX Designer & Developer

Worked mostly independently to build chess variant website. Used Sketch to build wireframes. Then learned HTML, CSS and Bootstrap to code them.

*Efforts occurred in spurts; approximately equivalent to 6 months of experience over 18 month period.

bstreet.build 01/2020
6 months

Product Design/Management & Developer

Worked on product design of physical crypto vault. Studied under senior developer while designing and coding product page and leading project management efforts to orchestrate assembly and sale of physical crypto vault.

Imperative 06/2018-08/2018
3 months

UX Researcher

Scheduled, conducted and organized 60 user interviews. Transcribed the recordings into text documents. Identified thematic connections in the stories that participants shared. Research findings helped the CEO create an outline for his new book.

Education

General Assembly 01/2018 - 03/2018
3 months

UX Bootcamp

Studied UX design principles, processes and best practices. Learned how to use Sketch and other design related apps. Did handful of projects with groups including working as a UX researcher at Texthub. Conducted user research to improve texting-app. Scheduled interviews. Lead usability tests, journey mapping and affinity maps. Procured personas. Presented findings to group. Led to design insights.

UW Research Lab 09/2014-12/2015
15 months

Psychology Research Assistant

Conducted user research with participants by administering the trier social stress test on adults to test the effects of stress on goal setting behavior. This indirectly helped our research team to discover insights about the causality of childhood adversity and neural dysfunction later in life.

University of Washington 01/2013-12/2015

BA Psychology

Learned how psychological research is conducted in order to better understand and best practices. Applied knowledge to UW Research Lab.

Tools

Sketch
HTML & CSS
Figma
Bootstrap
jQuery
Javascript

Design Skills

Interaction design
Task-Flow Diagrams
Presenting
Wireframing
Web Design
Prototyping
Mobile Design

Research Skills

Qualitative
Transcription
Scheduling
Results Reporting
Survey Analysis
Usability Testing
Quantitative

Roles

IA Design
UX Design
Frontend Dev
UX Research
Project Man.