



## Work experience

### Staff Product Designer, Grow Therapy

*Remote • May 2023 – Present*

- Driving the vision for our measurement-informed care delivery system; leading foundational user research, design, and testing – and delegating with clarity across 3 product teams.
- Crafting bespoke telehealth solutions for therapy clients and providers to realize the greatest therapy gains in their time during & between sessions.
- Defining & implementing principles for identifying, building, and evaluating AI solutions across our product.

### Lead Product Designer, Kaymbu

*Remote • October 2021 – May 2023*

- Partnered with CEO and Head of Engineering to define, execute, and evolve product strategy and roadmap.
- Continually reviewed and improved our design system, brand language, and internal processes.
- Developed data- and research-informed user flows through an end-to-end product design process.

### Senior Product Designer, Remind

*Remote • May 2020 – October 2021*

- Designed user-centric flows across platforms by incorporating insights from both qualitative and quantitative data.
- Partnered with engineers, researchers, and product managers to prioritize and build products from conception to launch.

### Associate Creative Director, Grow

*Norfolk, VA • June 2015 – May 2020*

- Collaborated with multi-disciplinary teams to concept, pitch, execute, and deliver digital products.
- Created and delivered compelling presentations, ensuring buy-in and alignment from clients and internal stakeholders.
- Oversaw project budgets, resources, and timelines to ensure the work is executed efficiently without compromising quality.
- Strategized, ideated, and executed marketing content across all of Grow's digital platforms to promote our work and culture.

## Teaching experience

### On-Screen: Digital Design Program

*Norfolk, VA • Summer 2019*

- Developed a 12-week digital design bootcamp and speaker series for student and entry-level designers. Led participants through design thinking and prototyping processes to create & present a mobile app.
- Secured community partners to sponsor facility hosting, meals, scholarships, and speaker fees.

### Interactive Design 1, Tidewater Community College

*Norfolk, VA • Winter & Spring 2017*

- Evolved the existing curriculum to teach students how to ideate, wireframe, and build multi-page websites in HTML & CSS.
- Introduced lessons in writing-first design, contemporary digital design trends, accessibility, and web hosting.

### UX Design Series, UXPA Norfolk & Old Dominion University

*Norfolk, VA • Summer 2016*

- Partnered with my local university to create an 8-week UX design program. Led participants through design thinking, UI/UX, rapid prototyping, and user testing fundamentals.

### Principles & Practice of UX, UC Davis

*Davis, CA • Spring 2015*

- Spearheaded a quarter-long UX design course introducing students to UX foundations, examining case studies, and scoping & designing student projects.
- *Awarded departmental recognition.*

## The tangible skills

Tools: Figma, Sketch, Adobe Suite  
Languages: HTML, CSS, JS

## The intangibles

Customer-driven product thinking, communication, and collaboration

## And a fun fact 💧

My garden rainwater irrigation system has eliminated 1+ year of hand-watering!