

## EXPERIENCE

**12/14–Present | Microsoft – Xbox (Yoh) | Redmond, Wa | UX Designer**

Work individually and collaboratively on developer tools that streamline the process of creating games and apps for Xbox One. Sole designer in charge of Xbox One Manager PC app. Collaborate with product teams to ensure the story between tools on PC and console is smooth and logical. Participate in user interviews and information gathering to balance user goals with business goals. Create user flows, wireframes, prototypes, and final visual designs.

**7/14–12/14 | AT&T (Yoh) | Redmond, Wa | UI/UX Designer**

Developed high-level experience concepts that drove to a combination of business goals, user objectives, and brand consistency. Produced visual and interaction solutions for tablets and mobile devices across iOS, Android, and Windows Phone. Created detailed documentation to represent layouts, navigation, interactions, and user flows. Communicated interactions with inVision click-through prototypes and animations.

**7/13–7/14 | Microsoft – Xbox (FILTER) | Redmond, Wa | Visual & Interaction Designer**

Designed the store.xbox.com browse experience and next generation Xbox developer portal tools. Participated in and helped facilitate design brainstorming sessions. Worked with product managers, engineers, and other stakeholders to define design requirements and triage production tasks. Produced scenarios, process flows, information architecture diagrams, wireframes, and other artifacts required to develop and evolve user experience designs. Helped develop, manage, and refine UI pattern libraries and interaction guidelines. Effectively communicated with developers through implementation phase to realize design vision.

**2/12–2/13 | Microsoft – Kinect for Windows (FILTER) | Redmond, Wa | UX Designer**

Helped define the 2.0 voice and gesture experiences for Kinect to run on Windows 8. Worked closely with Principle UX Designer, PM Leads and Developers to design and develop a robust interactive prototype. Designed visuals and interactions for core controls using static contact sheets and motion studies. Worked with developers to put designs into working prototype and define adjustable parameters. Put designs through user studies and iterated based on findings. Designed and oversaw working case studies to ship with the SDK.

**12/11–2/12 | Teague (Freelance) | Seattle, Wa | Visual & Interaction Designer**

Worked with a Creative Director, UX Designers, Visual Designers and Developers on a medical pump infusion system used by pharmacists and nurses to administer drugs to patients. I entered the project at the wireframe stage and helped create end-to-end flows. I created the visual DNA for both a back end web based system as well as a touch screen embedded hardware system. I worked closely with a developer to ensure quality control over the experience of a prototype for usability testing.

**9/11–12/11 | Amazon Seller Experience Group | Seattle, Wa | UI Designer II**

Produced an audit of the existing Seller Central experience to highlight visual, interaction and layout inconsistencies. Created a visual language doc with guidelines to create consistency across several applications and groups. Designed seller help widgets. Organized and facilitated a full day design lab with stake holders to determine personas, user flows, scenarios and prioritize features for the seller forums experience.

**6/10–6/11 | Microsoft Startup Business Group (FILTER) | Redmond, Wa | UX Designer**

Performed competitor audits, researched existing and new hardware technologies. Took part in collaborative concepting/brainstorm sessions, wrote personas and user journeys, created user flows, wireframes and user interfaces for web, touch, natural user interfaces and hardware products. Designed and implemented mockups, navigational structures, demos, style guides and functional design specs. Presented to team members and stakeholders. Created paper prototypes, wrote scripts and conducted in-person user testing. Worked with dev to create functional interactive prototypes. Took part in focus groups. Synthesized findings from testing to influence future design iterations.

**4/10–5/10 | Teague (24 Seven) | Seattle, Wa | Interaction Designer**

Worked with a Creative Director and UX Designers on a touch-based meal planning & coupon application for HP, to run on an Android tablet. Refined client-provided flows, created wireframes, designed layouts, illustrated interactions, produced hi-fi comps.

**10/07–10/08 & 1/09–1/10 | Microsoft Bing (FILTER) | Bellevue, Wa | Product Designer**

Drove the concept and design of user-centric interactive experiences for a variety of Bing features including cashback, feedback, movies, music and more. I worked closely with Program Managers, User Researchers, Development Leads, Programmers and a Design team. Helped structure desirability studies with a user researcher to validate UX direction. Created user flows, interaction models, wireframes, flash and xhtml/css prototypes, high fidelity designs, design documentation and redlines. Attended usability testing sessions and used findings to validate or refine the user experiences.

## EXPERIENCE

### 5/07–10/07 | Tucson Newspapers | Tucson, Az | Senior Web Designer/Developer

Coordinated and worked closely with the Online Director, Project Managers and Development staff on a variety of projects and tasks for two newspapers and three web sites. Created graphic user interfaces based on analytics and statistics to improve usability of online products. Designed and developed a variety of material including icons, contests, forms, flash applications and advertisements.

### 11/05–5/07 | Boelts–Stratford Associates/The Caliber Group | Tucson, Az | Web/Print Designer

Created concepts and designs across a broad media spectrum and saw them through to completion. Attended client meetings, wrote estimates and creative briefs, managed projects, delegated work and ensured projects were kept on track. Created site structures, wire frames, designed and programmed web sites within client budgets.

### 01/00–11/05 | Starbuck Design, Inc. | Tucson, Az | Web Designer & Illustrator

Met with clients to discuss business needs and budgets and developed design briefs based on information gathering. Created site structures and designed and programmed web sites within client budgets. Provided e-commerce solutions for small businesses. Optimized web sites and submitted to search engines. Produced print material and created identity concepts.

## EDUCATION

### 2006 | University of Arizona | Tucson, Az | BFA, Visual Communications

### 2002 | Pima Community College | Tucson, Az | AAS, Web Design

## PROFICIENCIES

**Web Technologies:** HTML5, CSS3, can hack my way around: PHP, Javascript and Actionscript

**Software:** Illustrator, Photoshop, Flash, Fireworks, Dreamweaver, InDesign, Office, limited AfterEffects, OmniGraffle, Visio, Balsamiq, JustinMind Antetype, inVision, Axure

**Fine Arts:** Drawing, Painting, Illustration, Photography, Sculpture, Letterpress, Multimedia

**Operating Systems:** Mac & PC

## AWARDS & RECOGNITION

### 2007

- Addy Award for Website Design
- Addy Award for Logo Design.

### 2006

- Addy Award for Poster
- Addy Award for Campaign
- Addy Award for Brochure/Annual Report
- Addy Award for Typography
- Treasurer, AIGA University of Arizona Chapter

### 2005

- Medici Scholarship, College of Fine Arts
- University of Arizona Viscom Show awards for Illustration, Typography, Information Design

## REFERENCES

Available upon request