

EXPERIENCE

Mar 2014 – Present

Experience Designer II at Honeywell International

The Honeywell User Experience group (HUE) is a new resource within Honeywell to ensure intuitive and delightful experiences for their users.

Practicing user-centered design to develop the end-to-end experiences of residential, commercial, and industrial products and services—from engagement and purchase, to installation and use, to maintenance and upgrade.

Exploring new interactions, technologies and business models in advanced design projects—identifying short and long-term strategies for innovation.

Contributing to initial and ongoing efforts in building brand identity and establishing a company-wide design language.

Assisting with generative and evaluative research to discover user needs and test design solutions.

Sept – Nov 2013

UX Apprentice at The Nerdery

The UX Apprenticeship is a 12-week program that focuses on working and developing skills in user experience design.

Developed a holistic understanding of the UX process by studying business discovery, user research, information architecture, interaction design, and visual design.

Utilized techniques such as interviewing, empathy maps, card sorting, process flows, wireframing, prototyping, and usability testing.

June – July 2013

Animator at Target

Collaborated with the Target motion design team to deliver company-wide messaging.

Helped carry an animation from concept to completion by creating storyboards, an animatic, and assets—using tools such as Adobe Illustrator and After Effects.

Jan 2010 – Dec 2012

Graphic Design Assistant at the University of Minnesota's Learning Abroad Center

Created and updated promotional material for the Learning Abroad Center including posters, flyers, handouts, and an annual program catalog.

Managed a migration and redesign of the student blog and assisted in redesigning the Learning Abroad Center website.

Streamlined the application process for students considerably by updating all program application forms to digital, fillable PDFs.

EDUCATION

Sept 2009 – Dec 2012

University of Minnesota: College of Design

Earned a Bachelor of Fine Arts in Graphic Design with a second major in Art

Studied Abroad in Tokyo, Japan | Spring 2012

Member of the Graphic Design Student Association

ADDITIONAL EXPERIENCE

Animator for Motionpoems 2013

Member of the Twin Cities Gay Men's Chorus

Volunteer at Open Arms of Minnesota

Volunteer at the Como Park Zoo & Conservatory

ATTRIBUTES

Analytical, Artistic, Creative, Curious, Direct, Focused, Genuine, Happy, Innovative, Kind, Logical, Organized, Passionate, Persistent, Planner, Strategic, Tenacious, Thoughtful, Visual

SKILLS & COMPETENCIES

Animation

CSS

Data Visualization

Drawing

Embedded UI Design

HTML

Iconography

Information Architecture

Logotype

Mobile UI Design

Painting

Photography

Screen Printing

Software Design

User Interface Design

Usability Testing

Web Design

Wordpress

TOOLS

Adobe Creative Suite, Axure, Omnigraffle, OptimalSort, Sketch, Tableau, Treejack

INTERESTS

Artificial Intelligence, Augmented Reality, Cognitive Computing, Data Visualization, Hiking, Music, Permaculture, Quantum Computing, Sustainability, Video Games, Virtual Reality