

## EXPERIENCE

Apr 2017 – Present

### User Experience Designer at HealthPartners

Leading generative and evaluative research and design for digital patient experiences—improving the way people access their medical information, schedule appointments, manage their health, and communicate with their care team.

Collaborating in a lean, agile environment with users, product owners, business analysts, content strategists, designers, and developers.

Establishing best practices for research, design, and accessibility.

Mar 2014 – Mar 2017

### Experience Designer II at Honeywell International

Practiced 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.

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

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

Assisted 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 developing skills in user experience design while contributing to client projects.**

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

### Contract 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.

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## 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

**Member of the Twin Cities Gay Men's Chorus**

**Mentor at the University of Minnesota's College of Design**

**Speaker for UX Phillipines 2018**

**Speaker for World Usability Day 2018**

## PERSONALITY

### Myers-Briggs Personality Type

INTJ - "The Scientist"

Introverted Intuitive Thinking Judging

### StrengthsFinder

Futuristic, Connectedness, Learner, Individualization, Input

## TOOLS

**Adobe Creative Suite, Axure, Invision, OptimalWorkshop, Sketch, Tableau**