

EXPERIENCE

User Experience/User Interface Designer, Amazon Web Services

April 2013 - Current

Close collaboration with marketing team to deliver user-centered designs within consistent brand guidelines. Designed and led UX/UI design for Amazon Web Services in China microsite. Work closely with developers to design and launch new, responsive email marketing templates. Assist with website content migration of over 2,000 pages to new CMS.

Visual Designer, Z2Live

November 2012 - April 2012

Worked closely with marketing and product managers to deliver consistent visual design throughout all game titles for iOS and Mac OS X games. Designed in-game marketing assets. Responsible for company website redesign, including collaboration with outside development agency to deliver a custom, responsive theme.

Founder/Creative Director, ThisThat Screen & Design

August 2011 - November 2012

Founder and creative director for West Seattle-based screen printing shop and design studio. Responsible for client management, estimates, invoicing, artwork separations, managing employees, developers and multiple vendors for outsourcing a variety of print and web design jobs.

User Experience/Visual Designer, NCSoft Games

April 2011 - August 2011

Lead UX and visual design for Carbine Studios (carbinestudios.com). Worked closely with front and back end web developers and Javascript developers for site stakeholders in Austin, TX. Also responsible for UX and visual design for City Of Heroes, including web page image sliders, e-mail marketing campaigns, UX and user flows for account creation and management.

User Experience/Visual Designer, Microsoft HealthVault

January 2010 - January 2011

Ensured consistent design for HealthVault.com. Built functional prototypes for usability studies and user research. Translated feature requests from project managers into functional requirements - including information architecture, user experience and visual design, style guide implementation and management.

Graphic Designer, Real Networks

September 2008 - August 2009

Designed and created online marketing campaigns, landing pages, print media, direct mail and website design for consumer e-commerce products and services such as SuperPass, Rhapsody and RealPlayer SP.

User Experience Designer, RIPL

June 2007 - September 2008

Designed user interactions and use-case scenarios. Collaborated closely with information architects and in-house market researchers in establishing a consistent visual style and seamless user experience for the web, software application for PC/Mac and mobile environment.

EDUCATION

Graphic Design and Illustration, Seattle Central Community College

Associate of Applied Science degree focusing on typography, layout, advertising, copy writing, web design and front-end development.

EXPERTISE

User Experience
User Interface
Visual Design
Information Architecture
Responsive Design
Print
Branding
Advertising
Typography
Layout

TOOLS

Photoshop
Illustrator
InDesign
Dreamweaver
Microsoft Office
HTML/CSS
Mac and PC

PROJECTS

Blue Scholars
Burton
Marination Mobile
McKinstry
Kore Ionz Music
The Service Board
University of Washington

INTERESTS

Design (duh)
Family
Snowboarding
Vintage Motorcycles
Sushi
Vitamin Water
Cheeseburgers
Screen Printing
New Sneakers
Crispy Denim

**Portfolio and references
available upon request*