

## 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*