



Highly motivated Product Design Leader with a B.S. degree in Computer Science and a focus in mobile, new technologies and hardware, qualitative and quantitative user research, business goals, and product management. Ready to join your multidisciplinary team and rally the troops with collaborative design from early discovery through iterative releases.

Skills

UX Strategy	User Testing	Sketch
UX Organizational Growth	Competitive Analysis	InVision
Product Management	Metrics Analysis	Mixpanel
Accessibility WCAG 2.0	Design Studios/Brainstorms	Adobe Creative Cloud
Mental Models	Web, iOS & Android Design	HTML, CSS, JavaScript
Personas	Prototyping	SQL Queries, Tableau
Journey Mapping	Globally Distributed Teams	Electronics & Arduino
User Interviews	Proposals & Budgets	3D Printing

Product Design Manager – Cvent

Portland, OR, 2014 – June 2018

Lead Product Designer and Manager of UX team responsible for CrowdCompass - an event planner's highly customizable mobile app used by attendees. The #1 best-selling iOS & Android B2B solution for conferences. Millions of users with 30%-45% annual growth rates.

- Directly managed a team of three product designers and one UI-visual designer
- Presented to and collaborated with VP/Director-level leadership
- Original member of global leadership team for UX, driving department growth, platform design strategies, operations, and standards across all of Cvent's SaaS product portfolio
- Created user journey maps, mental models, personas, flow diagrams, wires and prototypes
- Led user research for CrowdCompass, with efforts reaching thousands of users across 80+ research projects including: interviews, user tests, analytics, and onsite support with users
- Accessibility advocate for Cvent, kicking off and driving WCAG 2.0 compliance initiatives

Senior UX Designer – ikeGPS

New Zealand, 2014

Spike (iOS/Android) - the world's first laser accurate Smartphone measurement device.

- Created company best practices and process for UX
- Partnered with CEO, product management and engineers
- User research including biweekly user testing sessions in the field, with video & reporting
- Design for both iOS/Android and physical device attachment in fabrication studio

Product Manager - PikPok

New Zealand, 2012 - 2014

Robot Unicorn Attack 2 (iOS/Android)

Halos Fun (iOS/Android)

DreamWorks Dash n Drop (iOS/Android)

Two unannounced titles

Led fast paced mobile app development teams. Directed concurrent projects, maintained budgets, and headed continual live updates with changing resources. International client liaison. Responsible for multilingual titles with over 14 million downloads and hit #1 in the App Store.

- iOS/Android mobile games
- Managed multiple teams and products
- Reacted to user testing results
- Researched analytics / metrics
- Liaison with Adult Swim & DreamWorks
- Focused monetization from ads & IAP

Senior UX Designer - LEGO/NetDevil

Colorado, 2007 – 2011

LEGO Universe – Massively Multiplayer Online Game for PC/Mac

The LEGO Universe MMO had 130+ developers and a live service supporting 2 million players.

- Led the UI team to create a fun yet sophisticated interface for a fully featured game for kids
- Worked with international clients in Europe and traveled for collaboration/user testing

Additional Experience

Owner & UX Consultant SuperCami, LLC
2011 – 2012
2014

- College curriculum gamification consulting
- Project Jigsaw, iOS/Android social app
- Wits & Wagers, iOS/Android game
- HTML, CSS, JavaScript, jQuery

Designer & Developer Indie Flash Games
1999 - 2007 www.supercami.com

- Designer & programmer of over 30 indie games, animations, & FX
- Contract work on websites & games
- C++ & Flash ActionScript programming

Web Interface Design Center for Lifelong Learning
2001 - 2002 & Design at CU
2005 - 2007 Craft Technology Lab at CU

- UI design, art, user testing
- 3D Printing, laser cutting, e-textiles
- Teaching Assistant
- HTML, ActionScript programming

Web Interface Design Circadence
2006

- UI design & website maintenance
- Flash ActionScript programming

Education

B.S. Degree, Computer Science
Certificate, Technology, Arts & Media

University of Colorado at Boulder, 2007
University of Colorado at Boulder, 2007

Achievements

UX Strategy Week – Cvent, DC, 2016, 2017
Onsite Research – CONNECT, Vegas, 2016, 2017
Presenter – TePapa Game Masters, NZ, 2013
Presenter – PikPok Developers Con, NZ, 2012
Scrum/Agile Training – various courses, 2007 – ‘12
Board Member/Volunteer – Out Boulder, 2009 – ‘12
Leader – Women’s Group at LEGO, 2011
Presenter for LEGO – San Diego Comic-Con, 2010
President – Media Art Club at CU, 2006 - ‘07
President – Game Developer’s Club, 2004 - ‘06
Engineering Dean’s List, 2006-‘07
Engineering Expo Award – BioKid Game, 2007
Engineering Excellence Funding for GDC, 2007
IGDA Scholar – International Winner, 2007
3D Printing & Laser Cutting – CU, 2005 – ‘06
DigiPen Game Making Summer Course, 1999
Attendee:
ACT-W Women in Tech Conference, 2018
Creative Conference – PDX, 2017
Game Developer’s Conference, 2014, ‘12, ‘09, ‘07
WebVisions UX Conference in New York, 2012
Colorado Learning & Teaching w/ Technology, ‘11
Women in Computing Conference, 2008
Interaction Design & Children’s Conference, 2006
Coleman Conf. for Cognitive Disabilities, 2004