

## UX Design and Research

### Skills

UX  
Prototyping  
Wireframing  
Visual Design  
Interaction Design  
Service Design

Research  
Concept Validation  
Usability Testing  
Survey Design  
Contextual Inquiry  
Empathy Interviews

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Software  
Adobe Creative Suite  
Sketch  
Principle  
Invision  
Unity

### Experience

**athenahealth (June 2018 — present)**

*Senior UX Designer, athenaClinicals*

Designed experiences and features for athenaClinicals, an electronic health record used by healthcare providers in the United States. Responsibilities included designing alongside scrum teams and conducting research with physician users to understand gaps in the experience.

**Capital One Financial (July 2017 — June 2018)**

*UX Designer, CreditWise*

Conducted large-scale user research and synthesis projects, including a persona system and a 6-month longitudinal study, in order to determine users' credit and financial needs and chart a future design direction for a 20 million-user credit monitoring app.

**UC San Diego (June 2016 — August 2016)**

*Research Intern, UC San Diego Design Lab*

Conducted research via crowdsourcing platforms to inform the design of a credentialing service to help e-learning students more easily find freelance work.

**Carnegie Mellon University (January 2016 — May 2016)**

*UX Designer*

Designed gameplay and narrative systems for a university-commissioned educational game intended to be a supplement to CMU's freshman orientation program.

### Education

**Carnegie Mellon University (2013 — 2017)**

Dual B.S. in Human-Computer Interaction and Cognitive Science

Minor in Game Design

GPA: 3.5/4.0