

Currently a Product Designer at Square.

Education.

Rochester Institute of Technology
Rochester, NY
Bachelor of Fine Arts; May 2011
New Media Design and Imaging

Achievements.

Patent Pending on Xerox
sponsored team project at RIT.

Volunteer at Isaac Newton Middle
School participating in the Citizen
School Apprenticeship program.
Taught class about character
design and basic visual art skills.

Experience.

Square / Product Designer

New York, NY / February 2015 - Present

Creating functional prototypes for an iPad Register product with Flinto alongside various web and client side components. Building a dashboard style guide to unify the design process across Square's Dashboard. Launched a beta program for Online Store which involved the UX and Visuals for a simplified onboarding experience, custom site editor, various templates, and order management.

Amplify / Senior Visual Designer & Visual Designer

New York, NY / August 2013 - February 2015

Led the design for Amplify Market, paired with the development portal, to help deliver content, lessons and applications to teachers and students. Experimented with animation and prototypes to bring a more playful and intuitive experience to the Tablet Product. Built an updated onboarding system for registration. Worked on improvements to the visuals and UX on the overall product with the Engineering and UX teams. Led design for the SXSW concepts in 2014.

The Barbarian Group / Designer & Junior Designer

New York, NY / July 2011 - August 2013

Created a WebGL infographic using Cinema 4D baked textures for Bloomberg's c40 Cities. Designed the base template homepage redesign for Samsung. Worked on a small team for the worldwide General Electric site overhaul. Worked with the Earned Media team to create daily social media assets for multiple Bacardi products. Led design for the searsStyle brand. Created a variety of animations, prototypes, layouts, and presentation material for pitch work.