

Seattle Central College

2010 - 2012

A.A.S., Graphic Design

University of Puget Sound

2005 - 2009

B.A., Studio Art (secondary emphasis in Communication Studies)

Independent Coursework

Summer Comics Intensive (Hugo House), Graphic Memoir (Hugo House), Whole-Brain Typography (SVC), Apparel Design and Development (SCC), Illustrating Picture Books (UW)

The Seattle Times - Marketing

June 2015 - Present

Visual Designer

- Created or contributed to the UX and visual design of The Seattle Times Print Replica promo page, app landing page, newsletter landing pages (and placements), weather, horoscopes, sections in search results, and subscription landing. Created assets and specifications for development.
- Research, template design, development specifications, user testing and QA of native content and text ad placements.
- UX and/or visual design for The Seattle Times LiveWire, SRW, Fund for the Needy, Media Solutions, and NIE sites. Composed comprehensive design and user guidelines. Created assets and specifications for development. UX and visual design work for future development of Media Kit and Company sites.
- Designed marketing campaign concepts, collateral, and pitch mockups for print and web.
- Participated in creating, moderating, and analyzing user tests.
- Conducted competitive research and explorations to inform advertising, app patterns, and marketing strategy.

Microsoft - Xbox One Console UI Design

March 2014 - January 2015

Visual Designer

- Recipient of U.S. patent.
- At alternating times, served as lead visual designer on features such as "Profile," "Game Profile," "What's On," and more. Focus on refinement and alignment of type and grid.

Microsoft - Xbox Design Experiences

April 2013 - February 2014

Visual Designer

- Recipient of "Love It Award" for collaboration.
- Visual design lead on xbox.com from the Xbox One announcement, through the redesign of the site, to the launch of the Xbox One console. Provided art direction to agencies and partners. Wrote and designed a living style guide of visual design decisions across xbox.com.
- Partnered with Research to redesign the printed in-box console Quick Setup Guide for greater usability. Provided art direction to align six additional hardware Quick Setup Guides to the visual style established for console.

Microsoft - Xbox Design Strategy

Contract through Aquent
August 2012 - March 2013

Visual Designer

- Our small agency-like team partnered with groups across Microsoft to solve brand problems, and create collateral and presentation decks for a variety of influential projects.
- One of two designers responsible for the creation of an app prototype instrumental to Xbox One's release in China.