## EXPERIENCE

# April 2024 - Present

### Impact

Senior Product Designer Crafty

- Led end-to-end design for solutions that help Crafty employees and clients manage office food and beverage programs, focusing on key features such as budgeting, reporting, and scheduling
- Championed design research initiatives to advance Crafty's technology strategy and encourage the design of impactful, user-centered solutions:
  - Developed a scalable, reusable research plan template that standardized UX research processes across product teams, ensuring consistent and actionable insights
  - Co-created 5 detailed client personas through thorough research, which were used to foster a user-centric culture and enable data-driven decision-making across teams
  - Conducted in-depth exploratory research with clients to identify their primary challenges and key needs, with the results directly informing product strategy and priorities
- Facilitated design thinking workshops to empower teams to collaboratively tackle complex user and business challenges, and to promote alignment and innovative problem-solving

#### **Key Projects**

- Designed an in-app budgeting feature that **improved budget utilization by 6%**, resulting in an **\$270k increase in client spend per month**
- Optimized the user flow for rescheduling Crafty services by **reducing the number of steps in the process by 50%**, reducing friction and improving task completion efficiency

### Senior Product Designer Foxtrot

## April 2022 - April 2024

#### Impact

- Led Product Design for the Retail Experience Group within Foxtrot our team built technology for Foxtrot employees, including a react native mobile app and react web app
- Thoughtfully balanced user, stakeholder, and business needs to deliver designs that meet the highest priority needs for each group
- Conducted qualitative and quantitative research to inform design decisions and influence
  product roadmap
- Defined important design KPIs and set up benchmarking research to track design impact and progress
- Facilitated design thinking workshops for the technology org to ideate on complex business problems

#### **Key Projects**

- Designed a brand new tablet-based packing tool that **increased order packing accuracy to 98%** (previously 80%) for Foxtrot's commissary team
- Designed a cycle counting feature to improve the process of counting inventory in stores store team members were able to **complete 3.5x more cycle counts in a week over week** comparison to the old process
- · Designed a mobile inventory receiving process that replaced the existing manual process
  - Reduced Purchase Order closure time by 90% in the first 3 months after launching the feature fleet-wide
  - Improved inventory accuracy 10% over a 6 week period
  - ■• Watch a walkthrough of this project here!

## Experience Designer Arity

## June 2019 - April 2022

## Impact

- Designed within a cross-functional scrum team, collaborating closely with project owners, developers, data scientists, and QA
- Advocated for Human Centered Design within my scrum team and with stakeholders, utilizing LUMA methodologies
- Co-led a Community of Practice for Arity's team of Experience Designers determined topics of interest, facilitated weekly sessions, solicited feedback to improve the COP
- SKILLS User flows, Wireframing, Low and high-fidelity prototyping, UI design, Design thinking, Human centered design, User research, Usability testing, Stakeholder management, LUMA Institute Certified Facilitator of Human-Centered Design
- TOOLS Figma, Mural, Miro, Pendo, Sketch, InVision, Zeplin, UserZoom, Respondent, JotForm

## EDUCATION | Springboard, February 2019

Completed six month online bootcamp in UX Design

#### Miami University, May 2017

B.S. Marketing, cum laude

Final project selected to showcase on Springboard's "Best UX Design Portfolios" list Interactive Media Studies Minor French Minor