

Product designer with 15+ years of experience working across a broad variety of industries and company sizes, from startups to global enterprises.

Roo

Staff Product Designer
July 2024 - Present

Designed a new search experience allowing veterinarians to find and request shifts that match their schedule. Obtained buy-in to lead a team of 3 engineers for 1 quarter to implement and launch my design across web and app.

Hotel Engine

Lead Product Designer
Oct 2023 - Mar 2024

Led designs for the Core Booking team — launching a simplified trip management experience for hotels and flights, and the ability to book multiple room types.

Indeed

UX Design Manager
Apr 2022 - Mar 2023

Managed, mentored and evaluated a team of UX Designers, UX Developers, and Content Designers working across 2 products: Career Guide — an SEO content-based traffic generator — and Career Services, a paid product offering resume reviews and coaching.

Indeed

Senior UX Designer
May 2017 - Apr 2022

Redesigned Indeed's job application product to scale for a global user-base, transforming it from a lengthy form to a modular, step-by-step flow that enabled easier A/B testing and localization. Significantly increased confirmed hires and launched worldwide.

Booking.com

UX Designer
Jan 2016 - Apr 2017

Researched, designed and beta-tested a new credit-based loyalty program in the UK market. Pushed front-end code and ran my own A/B tests to improve a business travel product used by travel managers.

Gilt Groupe

Lead UX Designer
Jun 2012 - Dec 2015

Designed a new loyalty program for a luxury flash sales product, and integrated it throughout an eCommerce funnel on desktop, mobile and native apps. Redesigned navigation, detail and checkout pages to be responsive and to increase conversion.

salesforce.com

Senior UI Designer
Apr 2008 - Oct 2011

Redesigned their analytics product from a 7-step wizard to a modern web app, supporting drag-and-drop functionality with live previews of reports and dashboards. My design established a WYSIWYG paradigm that future products would adopt.

Education

Carnegie Mellon University · Class of 2007
Masters of Information Systems Management
B.S. in Information Systems, Human-Computer Interaction

Skills

Figma, JIRA, HTML, CSS, Javascript, Prototyping, User Research, Responsive Design, Mobile Design, Product Strategy, Cross-functional Collaboration, Hiring