



Work History

Cisco - Webex
UX Design Lead (Grade 12)
Sept 2024 - Present



UX Design Lead (Grade 11)
Sept 2021 - Sept 2024

- Owned and led the UX vision for Vidcast from concept to implementation.
- Anticipated future product needs and features, focusing on growth and innovative developments.
- Full-stack designer responsible for interactions, visuals, and all aspects of user experience.
- Created visual design libraries in Figma to enhance workflow and standardize components.
- Led accessibility initiatives to make Vidcast more usable for everyone.
- Collaborated closely with engineers to define features, identify problems, and develop solutions.
- Integrated AI in the video space to create a unique video-watching experience.
- Supervised and mentored a designer and an intern, fostering their growth in key areas.
- Encouraged team members to expand their skills by taking on new responsibilities.
- Advanced the product's development through effective leadership and support.

Amazon - WorkDocs
Senior UX Designer
April 2021 – Sept 2021



UX Designer II
Aug 2019 - April 2021

- Full-stack UX designer for Amazon WorkDocs in AWS.
- Worked on multiple enterprise applications focusing on prototyping, end-to-end user experience, visual design, and user testing.
- Created and maintained a central UI library for component reuse by other designers.
- Developed a sandbox development library in React.js to help engineers learn best practices for UI development and design implementation.

Amazon - Devices & Services
UX Designer II
April 2017 - Aug 2019

- Hybrid designer adept at bridging design and engineering languages.
- Contributed to the UI, system design, and designer tools for the Amazon Alexa mobile app (both Android and iOS), Fire Tablets, and the mobile Fire TV remote app for iOS and Android.
- Anticipated and proactively resolved potential engineering implementation challenges.
- Assisted in implementing the "OneDesign" language, guiding designers to ensure consistent design across Amazon products.
- Developed and maintained the OneDesign UI library to enhance designers' efficiency and effectiveness.
- Actively participated in design planning by understanding customer requirements and identifying potential design issues that could arise during engineering, ensuring projects met deadlines and facilitated a smooth product development cycle.

Design skills

UX Design
Interaction Design
UI Design
System Design
Wireframing
Prototyping
Accessibility
Responsive Design
UI Libraries
Game Design

Dev skills

XAML
C#
HTML
CSS
Blend
UWP
Windows 10
Unreal Engine
Game Development
React.js

Tools

Figma
Sketch
Adobe XD
Photoshop
Illustrator
InDesign
Acrobat
Visual Studio
Unreal Editor

Microsoft (Aquent)	• Collaborated closely with designers to rapidly prototype their vision.
Design Developer	• Guided developers and designers on platform capabilities.
Windows Photos	• Bridged the gap between design and development teams.
Feb 2017 - April 2017	• Leveraged extensive platform and accessibility knowledge to identify design issues and provide solutions.
	• Advocated for design visions, facilitating developers to implement them effectively.

Microsoft (Aquent)	• Collaborated extensively with designers to create functional prototypes with reusable production code.
Tech Lead Design Developer	• Ensured design compatibility by addressing platform issues and accessibility needs (High Contrast, Large Text Mode, Narrator, Keyboard Focus).
Windows OS	• Managed a team of design developers, ensuring goal achievement and proper workload distribution.
Dec 2015 - Feb 2017	• Developed tracking and reporting measures to assess effectiveness and maintain high morale.
	• Identified team challenges, presented solutions, and turned them into opportunities.
	• Streamlined productivity by creating and implementing new processes.
	• Investigated resource needs and proposed solutions to address related issues.

Other Work History

Responsibilities of each role available upon request

Cyber Kazoo Freelance UX Designer Jan 2015 - April 2017	Microsoft (Aquent) Design developer (Windows OS) March 2014 - Dec 2015	ADP Cobalt (Insight Global) UX Designer Nov 2013 - March 2014	Microsoft (Aquent) Design developer (Xbox One) Dec 2012 - Nov 2013			
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Education

The Art Institute of Seattle, Bachelor of Fine Arts - Graphic Design, December 2010
 Bellevue Community College, Associates of Arts and Sciences, June 2007

References

Brandon Thomas | brandth@microsoft.com – Principle UX Engineer
 David Jara | djmaya3d@gmail.com – Lead UX Designer
 Jilley Waits | jilleywaits@gmail.com – Principal UX Designer
 Billy Valentine | billy.c.valentine@gmail.com - UX Designer II