

## EXPERIENCE

### UX Research & Design Intern | Peapod

June 2017 - Present (Chicago, IL)

- Utilized competitive user testing to understand how Peapod handled usability against competitors and outlined areas for improvement.
- Presented key findings and recommendations from UX research to stakeholders across the organization.
- Developed low fidelity prototypes as part of a design sprint and integrated guerrilla usability testing to iterate quickly.

### UX Researcher | Centro Community Partners

January 2017 - April 2017 (Oakland, CA)

- Provided actionable recommendations to the COO while incorporating feedback into multiple stages of the project.
- Drove user testing by moderating and observing participants and analyzing results gathered from each session.
- Utilized heuristic evaluation and usability testing in order to increase the activities users completed with Centro's mobile application.

### UX Researcher | University of Michigan Museum of Art

September 2016 - December 2016 (Ann Arbor, MI)

- Conducted contextual inquiry and background research to understand user needs, motivations and pain points.
- Employed affinity mapping to organize research findings and identify major opportunities and pain points.
- Formally presented recommendations to increase museum visitor satisfaction based on my research.

## PROJECTS

### Product Design | Ross School of Business

September 2017 - December 2017 (Ann Arbor, MI)

- Led group dialogues in user research, problem scoping, ideation, prototyping and user testing to develop Lyra, a smart lighting product.
- Lyra won first place against 6 other product teams in both public and professional trade show events.

### Interaction Design | School of Information

January 2017 - April 2017 (Ann Arbor, MI)

- Developed Plot, a mobile application that connects landowners and gardeners in a community for my Interaction Design class.
- Utilized story mapping and user testing with paper prototypes and digital prototypes to inform the product's design.

## EDUCATION

### University of Michigan | 2018

MS in Human Computer Interaction

### Furman University | 2013

BA in Studio Art

## SKILLS

### Ideation

Affinity Mapping  
Journey Mapping  
Story Mapping  
Brainstorming  
Wireframing

### Research

Comparative Analysis  
Heuristic Evaluation  
Usability Testing  
Concept Testing  
User Interviews  
Diary Studies  
A/B Testing  
Personas  
Survey

### Tools & More

Paper Prototyping  
HTML5/CSS3  
Photoshop  
Illustrator  
Balsamiq  
InVision  
Sketch

## ACTIVITIES

### Member | SOCHI

2016 - 2017 (Ann Arbor, MI)

### Member | Castle Clay Artists

2015 - 2016 (Denver, CO)

### Artist | Cub Creek Foundation

2014 - 2015 (Appomattox, VA)