



EDUCATION

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

SKILLS

Design

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

Development

XAML | C# | HTML & CSS | Blend | UWP | Windows 10 | Mobile UI Development & Prototyping | Unreal Engine | Game Development | React.js

Tools

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

WORK HISTORY

Amazon Web Services - WorkDocs - Senior UX Designer UX Designer II

April 2021 - Present

August 2019 - April 2021

I am a full stack UX designer working on Amazon WorkDocs in the AWS org. Amazon WorkDocs is an enterprise cloud storage solution that also provides various extension apps, including meetings, and approvals, which allow WorkDocs to have greater functionality than simply a storage drive. I am currently working on multiple new enterprise applications and am responsible for prototyping, end to end user experience, visual design, user testing, initial copy, and much more. I also centralized our UI components in an adobe XD UI Library, and created a sandbox development library in react.js to help our engineers learn best practices for UI development.

Amazon - Devices & Services Design Group - UX Designer II

April 2017 - August 2019

I worked as a hybrid designer who understands and speaks both design and engineering languages. This allowed me to visualize any implementation issues that might arise on the engineering side, and find solutions ahead of time. I worked on mobile application UI, system design, and tools for designers, which were used in the mobile Amazon Alexa application for both android and iOS, Fire Tablets and the mobile Fire TV remote application for iOS and Android. I worked on the implementation of our new OneDesign system design language, and helped guide designers on how to properly use this to create consistently designed Amazon products. Part of my role was to create sketch UI libraries for visual designers to maintain a unified design across all products, while keeping in mind screen sizing, flexible UI, scaling, and accessibility. Pixel perfection is the hallmark of quality, and every project I work on I make sure that bar is met and exceeded. I took an active part in design planning, understanding the customers requirements, and identifying issue within the design that will arise during engineering if not solved in the design phase. By recognizing and finding solutions to these issues ahead of time, the projects and all partners involved can meet deadlines while ensuring a smooth product development cycle.

Microsoft (Through Aquent) – Design Developer

February 2017 - April 2017

Worked hand in hand with designers to rapid prototype their vision. | Provided guidance to developers and designers as to what was possible within the platform. | Bridging the gap between Design and Development. | Used extensive knowledge of the platform and accessibility to call out design issues and offer viable solutions when needed. | Advocated for design and helped prove their vision a possibility, and helped developers understand the best way to make it happen.

Microsoft (Through Aquent) – Technical Lead Design Developer

December 2015 - February 2017

Worked heavily with designers to help land their design by creating functional prototypes with production code, which was reusable for engineering. | Worked closely with design to make apparent any issues the designs might run into within the platform, as well as certain scenarios that might have been overlooked, such as High Contrast, Large Text Mode, Narrator, Keyboard Focus, and any other accessibility functionality that needs to be included. | Managed a team of design developers and worked closely with each of them to make sure goals were met. | Load balanced every design developers work load when necessary to make sure the right prioritization's were in place. | Created tracking and reporting measures to help gauge effectiveness of our while keeping morale high. | Sought out challenges within my team, and presenting multiple ways to tackle them and turn them into an opportunities. | Found ways to streamline productivity by creating and implementing new processes. | Identified areas that require additional resources and investigating the cause. Then presented solutions to help fix issues that were a result of this. Previous Design Developer role also included in this role.

Cyber Kazoo – UX Designer

January 2015 - April 2017

Designed personal websites for real estate agents based within the US and Central America. | Worked within strict time and budgetary constraints, as well as within limited technology, while creating beautiful, high end sites that excited our clients and worked well for their needs. | Constructed user interactions within the site as well as designed with mobile and desktop in mind. | Managed time and workload while juggling multiple projects at once. | Revolutionized the company business model by introducing custom templates based on my previous high end client work for Cyber Kazoo so they could offer lower cost tiers to clients, while maintaining the high end look which these design provided.

Microsoft (Through Aquent) – Design Developer

March 2014 - December 2015

Wrote XAML and C# to develop working prototypes using production code to help land designs. | Worked on Windows 10 UWP projects Windows Store, MVR Store, Feedback Hub, Photos, People, Groove Music as well as working on Windows 10 Shell areas. | Deeply integrated myself into the development and design teams to both influence and drive decisions on process and development, and maintained constant communication throughout the lifespan of the projects. | Took over running the Services Design Development team, covering variety of UWPs. | Became a mentor and teacher to other Design Developers on the Services team, and became a leader who could be counted on to drive projects to completion in the smoothest way possible. | Ensured design vision among Windows and Windows apps | Ensured the quality of the product not only met design expectation, but the expectation of our engineering partners and managers. | Guided the engineers on the best, most performant ways to write XAML.

ADP Cobalt (through Insight Global) – UX Designer

November 2013 - March 2014

Designed websites and website assets for car dealerships around the country specializing in Volkswagen. | Worked with dealers to understand their needs for assets and websites. | Created custom website wireframes and comps for dealership groups such as Sewell and OEM manufacturers.

Microsoft (through Aquent) – Design Developer for XBOX ONE

December 2012 - November 2013

Learned and worked in XAML. | Solely Responsible for my area within the Xbox One UI. | Responsible for working with designers and developers to solve complex problems, while keeping the desired design pixel perfect. | Built complex animations using a combination of Expression Blend and hand coding with XAML. | Examined developer UI code and edited it, or tore it out and rebuilt the UI from scratch. | Built the UI in XAML for the Out Of Box Experience (OOBE) for Xbox One.

Microsoft (through Aquent) – Design Integrator for Windows Phone

March 2012 - November 2012

Learned and worked in a proprietary language similar to XAML know as Splash. | Fixed complex problems in the UI front end code. | Responsible for going through every screen within my area making sure they look pixel perfect by design spec. | Communicated and problem solved with developers and designers by what was possible versus what was desired. | Verified changes on a virtual device, and followed the proper channels to check in changes.

Imprev Inc – Graphic Designer

February 2011 - March 2012

Designed marketing material templates in Photoshop, Illustrator, and Freehand for Real-Estate clients such as RE/MAX, Keller Williams, Better Homes and Gardens, Royal LePage, and others. | Created flyers, single property websites, mailing cards, and more with every possible photo and typographical use in mind, while still maintaining good design.

Tully's Coffee – Graphic Designer

April 2009 - February 2011

Designed signs, coupons, stickers, posters, brochures, tumblers, menu boards and other pieces of art for in store use. | Responsible for tracking projects as well as pre-production work. | Responsible for contacting printers and maintaining printer relationships.

REFERENCES

Brandon Thomas | brandth@microsoft.com – Principle UX Engineer

David Jara | djmaya3d@gmail.com – Senior UX Designer

Jilley Waits | jilleywaits@gmail.com – Senior UX Designer

Billy Valentine | billy.c.valentine@gmail.com - UX Designer II

Alex Marquez | alexmarqu88@gmail.com – UX Designer II