

*experience***LEAD UX DESIGNER**

KIXEYE - 9/16 - CURRENT

- Lead UX on a large, top 200 (US) grossing game. Analyze issues from data, player feedback & intuition & then present or lead solutions
- Keep in constant communication with different disciplines (design, product, art, engineering, QA and leadership) to help inform designs, keep process efficient and build team trust
- Champion UX process in high level strategies

SENIOR UX DESIGNER

KIXEYE - 05/15 - 08/16

- Create Journeys, Storyboards, Wireframes & Prototypes
- Set design guidelines for mobile version of the PC hit War Commander
- Write detailed production specs for engineering

FREELANCE DESIGNER - PRODUCT DESIGN (UX, VD, ID) 11/12 - 05/15

- Visual Design & UX - mobile & web
- Art Direction & Design w/ a focus on start ups
- Wireframing & Building Rapid Prototypes
- User Research & Testing (guerrilla, test flight)

SENIOR PRODUCT DESIGNER

SUM INTERACTIVE - 11/12 - 05/14

- Visual Design & UI - mobile games
- Branding & Product Design for Tapigo (a branch focused on kids games)
- Concept & Prototype mobile games
- Marketing materials & Strategy

ART DIRECTOR/PRODUCT DESIGNER

PIXYKIDS - 02/10 - 11/12

- Product & Visual design - kids' creative, social web platform
- Managed 4-8 production artists (remote & in-house)
- Collaborated with VP of Marketing & Engineering often
- Art Direction (UI & 3d) - managed external art team

PRIOR EXPERIENCE

06/07 - 08/10

- Texturing, Modeling and Lighting for games (Stargate Worlds, League of Legends, Summer Camp Showdown)

*recognition***Kixeye, WC:RA : Featured in iOS & Android App Stores - June '16 - current**

- Featured multiple times under "Games we Love" & Games category
- Top 200 or higher Grossing in numerous countries

SUM Interactive, RV Runner : Apps World Feb. '14

- Kitschy RV Runner invited to be in the Indie Games section

SUM Interactive, RV Runner : Captivate Conference - Oct. '13

- RV Runner selected as one of the top 10 indie games

SUM Interactive, RV Runner : IGG Marathon - Oct. '13

- Invited to show & talk about the production of RV Runner for charity

PixyKids - Aug. 2010

- Helped raise 2 million in series A funding with CEO & team of 5 - Art and Product direction, creating Pitch Decks

*skills*

AGILE DEVELOPMENT
 GAME DEVELOPMENT
 PROTOTYPING (UX, ID)
 SPEC DOCUMENTATION
 LIVEOPS RESEARCH
 USER TESTING
 GUERRILLA TESTING
 FEATURE/PRODUCT DESIGN

*tools*

PEN & PAPER
 WHITEBOARD
 ILLUSTRATOR
 PHOTOSHOP
 AXURE
 ADOBE XD
 UXPIN
 GOOGLE SUITE
 TABLEAU

*education***LIFE, OBSERVATION & PRACTICE****ART INSTITUTE FORT LAUDERDALE**

- BS - Game Art and Design
- Best Graduate Portfolio
- Dean's List w/ Scholarship
- AS - Graphic Design