

*experience***PRODUCT DESIGNER**

SELF - 05/17 - CURRENT

- Leading UX on a stealth, concept phase game project. Combining new ideas, aggressive business wants and FT2 game design into a fun and easy to play patterns for the right audience.

**LEAD UX DESIGNER**

KIXEYE - 9/16 - 05/17

- Lead UX on an expansive, top 100 grossing mobile game. Analyze issues from data, player feedback & intuition: Presented 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, Branding & Design Production 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 and designers (remote & in-house)
- Collaborated with CEO, VP of Marketing & Engineering often
- Art Direction (UI & 3d) - managed external art team

*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 drive

**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  
 APP ANNIE  
 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