

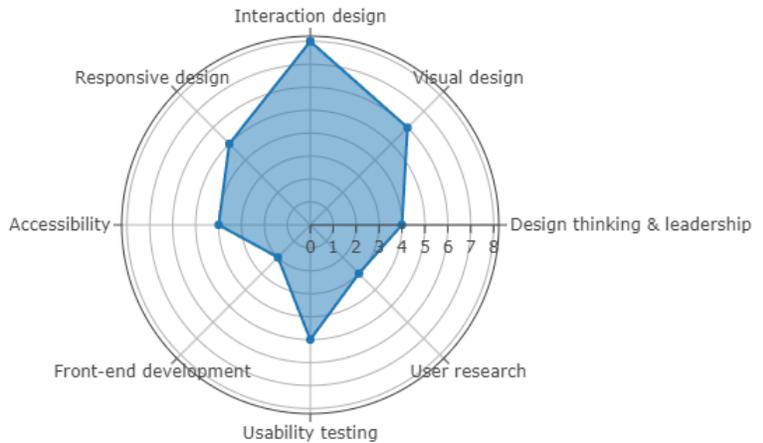
> **Who am I?** (Personal summary)

A creative design professional with over 12 years of experience working with global organizations (B2B, B2C, SaaS, and enterprise software) in IA/UX design, visual and interaction design, design systems, animation, and 3D generalist roles.

> **What tools do I use?** (Technical skills)

Figma, Sketch, Axure RP, Photoshop, Illustrator, Confluence, Jira, Microsoft Office, MURAL, MIRO, UserTesting, HTML, CSS

> **Where have I been?** (Work experience)



Experience Designer, Design Systems (Contract) | FM

July 2025 - Dec 2025

- Conducted a comprehensive audit of our design system as well as our customer-facing platform to ensure consistency.
- Utilized Figma variables (& modes), components (& variants), properties, auto layout, versioning, and other features to upgrade UI components to provide greater flexibility and robustness in support of FM's designers and product owners.
- Designed and documented a series of animation tokens (and accompanying usage guidelines) for many interactive UI components within FM's design system.

Senior UX Designer | Fidelity Investments

Sep 2018 - May 2024

- Led strategic design vision across multiple cross-functional, Agile project teams for digital financial (e.g., options trading, fixed income) investment and research solutions serving a variety of user personas.
- Worked closely with analysts to determine best design decisions based upon user feedback and trends, then iterated on low-fidelity wireframes and high-fidelity Figma designs and interactive prototypes to demonstrate new options trading and research functionality to business stakeholders and our front-end and back-end development teams.
- Served as a resource for options trading knowledge, design expertise, and mentorship amongst our UX design chapter.
- Actively balanced stakeholder feedback to design iterations of accessible and innovative digital products and updates.

Visual Designer | Altisource

Jun 2017 - Aug 2018

- Produced high-fidelity wireframes and visual assets for digital real estate solutions.
- Compiled a universal design pattern catalog for Altisource products.

Visual Designer (Contract) | Dassault Systèmes

Sep 2015 - Sep 2016

- Designed thousands of responsive icons for computer-aided drawing (SOLIDWORKS) product UIs.
- Produced a digital design pack of resources that provides all files and other assets needed for designers to create and modify SOLIDWORKS icons in accordance with product styles and standards.
- Illustrated background images, profile avatars, and other assets for the "[Apps for Kids](#)" ecosystem of creativity apps.

Simulation Developer | Simudyne USA

Mar 2012 - May 2015

- Led UX and visual design and 3D modeling of interactive virtual simulations for global clients across various industries, including retail banking, healthcare, energy, and risk mitigation.

> **What did I study?** (Education)

Bachelor of Science, Interactive Media and Game Development | Worcester Polytechnic Institute

Aug 2007 - Feb 2012