

## skills

- Facilitation
- Stakeholder management
- Project strategy & requirements
- Written & verbal communication
- Project leadership
- User research & testing
- Journey mapping
- Interaction & visual design

## words

### **SPEAKING**

Evolution by TW, June 2018

“Design + Dev: So Happy Together”

BKK Web Meetup, October 2017

“Design + Dev: So Happy Together”

Enterprise UX, UX BNE, CTO School, LevelUp, and  
BA Brisbane Meetups, Feb-Oct 2017

Various topics: Design + Dev, UX 101, Improv + Design

UX Australia, August 2015

“Just Say ‘Yes’: Using Improv to Enhance Design Skills”

## education

### **DAKOTA COUNTY TECHNICAL COLLEGE**

A.A.S. Graphic Design, 2008-2010

Member, President’s List 2008-2010

Member, Phi Theta Kappa

### **EVANGEL UNIVERSITY**

B.A. Theatre, 2002-2005

Graduated with Cum Laude Honors

Member, Dean’s List 2002-2005

## experience

### **MYOB / SENIOR PRODUCT DESIGNER**

September 2018 - Current

I work in a multi-disciplinary team designing and delivering functional, consistent product experiences for accountants and bookkeepers. My contributions include:

- Connecting with users to gather feedback about beta tests, new features, and gaps in current processes and delivering that feedback back to the product team through summaries, discussion, and artefacts
- Supporting two teams of developers across two different initiatives providing design consult and integrating design with development
- Evaluating current product workflow against best usability practices and firsthand user feedback
- Influence product design strategy and manage team dynamics at a leadership level in collaboration with a product manager and development manager

### **THOUGHTWORKS / EXPERIENCE DESIGN CONSULTANT**

March 2016 - August 2018

I consulted clients on best design approach through facilitation, research, testing, and interaction design. I shaped the direction of client engagements by understanding my clients’ business goals and executing an agile, human-centred approach to solving problems and aligning user needs. I also held a role as the sole designer on an internal, global, multi-disciplinary team. I focused on managing stakeholder priorities across multiple countries, product design, knowledge management, cross-functional team collaboration, and internal communication strategy.

### **THE NERDERY / UX DESIGNER**

June 2013 - February 2016

As a designer and UX lead, I planned and executed the design approach for projects through facilitation, business discovery, cross-functional collaboration, and interaction design. I participated in a UX apprenticeship, mentored new designers, and pioneered departmental training initiatives.

### **PREVIOUS EXPERIENCE / GRAPHIC, PRINT, & IDENTITY DESIGN**

2008 - 2013

Prior to my transition into experience design, I worked as a graphic designer with experience in corporate branding and identity, print design, visual design, marketing, and communication.