

## SUMMARY

Senior Product Designer with 15+ years of experience delivering scalable, user-centered digital experiences across web, platform, and internal tools. Specialized in design systems, UX execution, and cross-functional collaboration.

## PROFESSIONAL EXPERIENCE

### Minecraft

Redmond, WA | [minecraft.net](https://minecraft.net) *Sr. Product Designer*

Jan. 2023–Nov. 2023; Jul. 2024–Jan. 2026

- Led UX and UI design execution for a large-scale Web 2.0 site migration, defining scalable design system patterns for creator and game update content.
- Collaborated with product managers, engineers, and brand partners to deliver user-centered, accessible web experiences for a global audience.

### Marriott International

Bethesda, MD | [marriott.com](https://marriott.com) *Quality Assurance Specialist*

Jan. 2024–Jul. 2024

- Implemented visual regression testing and UX quality assurance workflows, ensuring design system consistency, accessibility, and brand alignment across 30+ properties.

### Xbox

Redmond, WA | [xbox.com](https://xbox.com) *Design Systems Specialist*

Jun. 2022–Sep. 2022

- Led the migration of a multi-platform design system from Sketch to Figma, standardizing components, tokens, and workflows across web, mobile, PC, and console experiences.

### T-Mobile

Bellevue, WA | [t-mobile.com](https://t-mobile.com) *Sr. Product Designer*

Mar. 2022–Jun. 2022

- Served as sole Product Designer for internal software tools, leading UX/UI design, wireframing, prototyping, and usability improvements in close partnership with engineering and stakeholders.

### Amazon.com

Seattle, WA | [amazon.com](https://amazon.com) *Quality Assurance Specialist*

Feb. 2014–Jan. 2022

- Established and scaled a Visual QA and usability review process for device and application UX, achieving a 96% bug-fix rate across 40+ devices and platforms.

### Xbox

Redmond, WA | [xbox.com](https://xbox.com) *UX Production Artist*

Mar. 2010–Jan. 2014

- Developed and documented UX visual specifications and production assets, supporting consistent user experiences across mobile, web, PC, and console platforms.

## SKILLS

Product Design  
UX/UI Design  
Design Systems  
Web Design  
Wireframing & Prototyping  
User Flows  
Usability Testing  
Accessibility  
Cross-Functional Collaboration  
Visual QA

## TOOLS

Figma  
Adobe Creative Cloud  
Jira  
Confluence  
ClickUp

## EDUCATION

**Western Washington University**  
Bachelor of Science; Industrial Design

**North Seattle Community College**  
Certification; Project Management

**Everett Community College**  
Certification; Data Analytics