

## SUMMARY

Senior Interaction Designer with over 10 years experience leading, designing, and creating first class user experiences (UX) for enterprise software. Technical software background compliments my design and communication skills. I specialize in the design, production, and development of UX and user interfaces (UI) for software applications. At this point in my career, I am looking to join as a design leader a passionate smaller company looking to disrupt and innovate in the enterprise domain.

## EXPERIENCE (SELECTED)

**Senior Interaction Designer**, Oracle Corporation      San Francisco, CA      2003- Present

- Currently leading the UX design of Oracle FUSE CRM Sales Forecasting software product on the Oracle Sales Cloud.
- Designing software products optimized for tablet and mobile but responsive for the desktop.
- Participating and trained in agile software development process (SCRUM) for cloud-based enterprise software.
- Designing, researching, and serving as the design point of contact for gamification initiatives for CRM products.
- Researching advanced data visualizations and novel user interactions for CRM products, especially in the mobile space.
- Led the UX design of Oracle Setup and Maintenance and Oracle Flexfields products which serve Oracle's largest customers, involves setting the UX design standards for thousands of developers, and impacts all Oracle Fusion Applications products.
- Developing original UX design patterns and component designs used across all of Oracle Applications.
- Expert at core interaction design principles and practices such as user research, usability testing, site visits, and goal directed design.
- Representing the CRM UX team as a reviewer of company-wide UX standards before publication.
- Representing Oracle at leading UX conferences as featured panelist and presenting published work.
- Worked on numerous and a variety of products: CRM, SCM, Financials, and general company-wide UX standards.
- Awarded 3 US patents for my UX work. Submitted 7 US patent applications.
- Promoted 2 times.

**UI Web Developer**, Tickle.com (Acquired by Monster.com)      San Francisco, CA      2003

- Designed new site user interface features.
- Collaborated with graphic designers and advertising department to create web banner advertisements.
- Updated content and user interface on a daily basis for very tight publishing deadlines.
- Communicated with project managers, back- end engineers, graphic artists, and fellow UI developers when changing or adding to website.
- Ensured site user interface worked for different browsers and operating systems.

**Software Engineer & Artist**, Maxis/ Electronic Arts      Walnut Creek, CA      2002  
***The Sims Unleashed, The Sims2, Sim City 4***

- Learned proprietary language in two weeks to begin coding advanced features on *The Sims: Unleashed*.
- Designed and coded game play user interactions with respective simulation responses.
- Collaborated with game designers and artists to achieve project's game play interaction and usability goals.
- Designed and built low and high level sub- systems of the simulator. Created original 2D graphics for *Sim City 4*

## EDUCATION (In order of degree level)

### **Washington University in St. Louis**

St. Louis, MO (2001)  
B.S. in Computer Science with Art minor. Dean's  
List- 3.8 G.P.A, Spring 2001

### **Horace Mann High School Riverdale**

New York (1997)  
1997- Honors in Visual Arts  
1995 and 1996- Honors in French

### **University of Michigan**

Ann Arbor, Michigan (2004)  
Human Factors Short Course Certificate

### **Grey Area Foundation for the Arts**

San Francisco, CA (2012)  
Certificate in Physical Design  
Pending Final Project/Thesis Presentation

### **GSummit San Francisco, CA**

San Francisco, CA (2013)  
Certificate in Gamification Design  
Advanced and Enterprise Gamification Training

## SKILLS

**Web:** Adobe Dreamweaver, Notepad++, Sublime, text editors

**Layout:** Balsamiq, Microsoft Visio, Omnigraffle, Quark QuarkXPress

**Programming:** DHTML, HTML, HTML5, XHTML, CSS, JavaScript, Java, PHP, XML

**Graphics:** Adobe Photoshop, Illustrator, Flash, Fireworks, Procreate Painter

**Fine Arts:** Acrylic/ Oil/ Airbrush Painting, Pencil, Photography, Ink

**Animation/Film:** Adobe AfterEffects, Premiere, Apple Final Cut Pro

**Productivity:** Microsoft Excel, PowerPoint, Project, Word, MINITAB

## AWARDS, TALKS, LEADERSHIP, ACTIVITIES

- 2<sup>nd</sup> Place in Business Intelligence Hackathon, Internal at Oracle Corporation.
- Member of Gray Area Foundation for the Arts
- Member of San Francisco Citizens Initiative for Technology and Innovation ([sf.citi.](#))
- ZERO1 Technology and Arts Festival- [Featured Digital Artwork](#). (2012)
- Computer Human Interaction Conference [Panelist](#) (ACM Organization.) (2009)
- Led Computer Human Interaction Conference (ACM) Open Source Usability BoF session. (2009)
- Presentation at Usability Professionals Association Conference on design pattern work for the enterprise.(2007)
- Co-Led the [FLOSS Usability Sprint](#) to improve the UX of software organizations in need of UX support. (2007)
- Participant in the previous FLOSS Usability Sprint helping great companies like Drupal and Mozilla improve their UX.
- Winter Olympics 2002 Volunteer Host and Translator at Olympic Medals Plaza. (February - March 2002)
- Teaching Assistant for CS160 Web Development at Washington University in St. Louis. (2000 - 2001)
- Sega of America Art Competition Finalist - Top Four. (March 2001)
- Research at Washington University in St. Louis Media and Machines Lab (January - May 2000)