

## RECENT EXPERIENCE:

### SAP SuccessFactors

Product Designer & User Researcher / August 2014 to Present / Chicago, IL

- Lead User Experience Designer on several innovative projects as well as a number of more grounded, functional tools in our industry-leading HR suite. Trained in Design Thinking workshop facilitation/co-facilitation.
- User Researcher, leading and assisting on 2-4 different studies every month. Types of studies include usability testing, concept validation, assumption validation, exploratory research, benchmarking, user interviews, workshops, and more.
- Two of my designs have been patented by SAP; Identified as a top potential/top performer on team each year of employment.

### General Assembly

User Experience Design Immersive (UXDI) Student / March 2014 to May 2014 / San Francisco, CA

- Refined my skills by learning and practicing user experience design 8 hours a day, 5 days a week, for 10 straight weeks.
- UXDI program covered user research, wireframing, prototyping, interaction design, visual design, information architecture, usability testing, and more.

### University of Minnesota

Psychology B.A. / 2009 to 2014 / Minneapolis, MN

- Conducted research in personality, individual differences, cognitive ability, creativity, and motivation.
- Assisted in the construction of a massive meta-analysis (2500+ studies) examining the link between personality & cognitive ability.
- Wrote thesis paper on effective goal setting, which was nominated for the Sharon Borine Award out of a total of 430 candidates.
- 3.89 GPA in last 4 semesters; 3.57 Cumulative GPA; Dean's List

### The Apple Store

Specialist and Workshop Instructor / November 2011 to February 2014 / Roseville, MN

- Sold, troubleshoot, and educated people about astoundingly powerful/cool gizmos and gadgets -- my first 'real' experience observing user experience in action.
- Taught weekly workshops on iOS and Mac OS X to folks from all walks of life who were eager to learn.

## SKILLSET:

(\* indicates strongest skills)

### DESIGN

Prototyping at any fidelity \*  
Information architecture \*  
Interaction design \*  
Sketching & storyboarding \*  
Wireframing \*  
Design communication \*  
Visual design  
Motion & sound design

### RESEARCH

Research planning & conduction \*  
Usability testing \*  
User interviews \*  
Workshop facilitation \*  
Concept/assumption validation \*  
Benchmark testing  
Persona creation  
Heuristic evaluation  
Data analysis

### TOOLS & APPS

Axure RP \*  
Adobe Creative Suite \*  
InVision \*  
Keynote \*  
Omnigraffle \*  
Sketch  
Framer  
HTML/CSS  
.. and plenty more!