

RESUME

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OBJECTIVE

A position as a Senior User Experience Designer or Architect within a multidisciplinary team delivering compelling, web-based products and services that support business objectives and enhance how people live, work, and communicate.

SUMMARY OF EXPERIENCE

A senior user experience designer, I have a history of driving the design of software user experiences from concept through completion. I have...

- ▶ Over ten years of experience designing solutions for complex web-based business applications, plus another decade designing for a variety of innovative desktop software products.
- ▶ Contributed to all levels of the user experience and in all phases of the product development lifecycle, from defining a product's overall architecture and structure, to iterating, specifying, and polishing the interaction details for specific features.
- ▶ Experience using user-centered design techniques, and creating high-quality deliverables that communicate the intended user experience.
- ▶ Experience working in collaboration with product development teams using Agile/Scrum and waterfall software methodologies.

Senior User Interface Designer – Open Text Corp. /Vignette, Inc., Austin TX

February 2008 to Present

- ▶ User Experience architect and lead designer for Vignette Content Management 8.0, a content management web application focused on enabling business users to create and manage content and rich media for enterprise web sites.
- ▶ Defined the overall user experience framework and architecture. Designed user interfaces for application features including workspace consoles, content creation and editing, complex data tables, and publishing. Established interaction conventions for selection, navigation and data table interaction.
- ▶ Produced sketches, storyboards, wire frames, diagrams, mockups, prototypes, and high-fidelity visuals to specify designs. Guided external vendors on development of visual design and icons.
- ▶ Functioned as an embedded member of the front-end development team. Collaborated with a geographically dispersed team of developers, product managers, technical writers and other designers. Facilitated design sessions and reviews with key stakeholders and customer users.
- ▶ Created HTML prototypes for rapid user feedback cycles. Collaborated with usability researchers on usability test design and findings.
- ▶ Helped establish internal best practices for better integrating user experience design within Agile/Scrum methodology. Participated in Agile sprint and release planning.

Freelance Design – Austin, TX

2004 to Present

- ▶ Part time freelance design for a variety of small and pro bono projects including WordPress sites, brochure web sites, photography, and graphic design and production of printed booklets and posters.
- ▶ Photography projects (student and freelance) include studio portraiture, editorial photography, and photography of artists' works for reproduction.

Senior User Interface Designer – Allegis Corporation, San Francisco, CA

September 1998 to August 2002. Contract through 2003

- ▶ Lead UI Designer for six major releases of eBusiness Suite, a web-based PRM application with over 30 configurable components.
- ▶ Designed UI for the application's structure, navigation, appearance, interaction conventions, and business features. Created diagrams, wireframes, and HTML/CSS prototypes. Wrote use cases, UI specifications and a UI Style Guide. Performed informal user testing.
- ▶ Edited CSS and HTML/XML source code to customize product appearance to match customer web sites.

Senior User Interface Designer – Netscape Communications, Mt. View, CA

November 1995 to September 1998

- ▶ Designed HTML and Java-based server features for Netscape SuiteSpot 3.0 through 4.0 beta. Lead UI designer for a product-suite administration framework, and end-user content management features. Created prototypes and mockups in HTML and Photoshop, wrote UI Specifications and a cross product UI Style Guide. Collaborated on usability testing.
- ▶ Lead Designer for cross-platform web page editor for Netscape Navigator Gold 2.0 and 3.0. Contributing designer for Netscape Communicator 4.0 features. Created wire frames, prototypes, and specifications for Windows, Mac and UNIX versions. Collaborated on usability testing.

Senior User Interface Designer - BAM! Software, Inc., Mountain View, CA and New York, NY

September 1993 to June 1995

- ▶ Lead Designer for Prentice-Hall's *The Writer's Solution*, an educational multimedia writing curriculum for grades 6-12. Prototyped and designed the navigation, appearance, graphics, and interaction conventions. Hired contract illustrator and user testing consultants.

Senior User Interface Designer – Taligent, Inc / Apple Computer, Cupertino, CA

January 1991 to September 1993

- ▶ Senior member of a very interdisciplinary Interface Design Team creating a user experience for a new object-oriented operating system (spun out to become an Apple-IBM joint venture).
- ▶ Designed and prototyped new visual appearance and interaction conventions for windows, dialogs, controls, icons, direct manipulation, and linking. Collaborated with usability researchers.

Interface Designer & Quality Engineer - Apple Computer, Cupertino, CA

February 1987 to January 1991

- ▶ Led design and development for example programs for HyperCard 2.0.
- ▶ Performed quality assurance testing.

EDUCATION

St. Edward's University	Photo-Communications, 2004 – 2007
UC Santa Cruz Extension	Certificate in Graphic Design & Production, 1987
Independent Studies	UC Berkeley Extension, 2001 – 2003, Foothill College, 1981 – 1984, 1996 – 1999, Ohlone College, 1984