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## Skills

Qualitative Research Usability Testing Contextual Inquiry Information Architecture A/B Testing Wireframing Prototyping Interaction Design User-Centered Design Journey Mapping

## Experience

Sr. UX Designer	Big Fish Games / Product Madness	03/2022 - 07/2023
<ul> <li>Lead the design of Information Architecture on two mobile games Paradise Fortune Casino, and a yet to be named NFL IP.</li> </ul>		
• Designed user flows, wireframes, a and surveys.	nd prototypes using insights generated through usat	pility testing, first-tap studies,
core game loop mechanics.	n KPI's such as, first week user retention, play sessio	
	and product owners to create acceptance criteria for n departments and incorporated work from game des	•
UX Researcher/Designer	<u>OneSpring</u>	04/2021 - 03/2022
<ul> <li>Developed surveys, test plans, recruited users, conducted user interviews, and usability tests.</li> <li>Created customer journey maps, personas, priority matrices, user stories, and empathy maps to inform design decisions.</li> <li>Generated insights and design recommendations for hand off to stake holders and development teams.</li> </ul>		
UX Researcher/Designer	Freelance	03/2020 - 04/2021
<ul> <li>Developed surveys, conducted user interviews, and usability tests.</li> <li>Created user flows, wireframes, prototypes, and style guides.</li> <li>Conducted comparative analyses to inform design decisions and feature recommendations.</li> </ul>		
UX Design Fellow	Bootcamp	01/2020 - 03/2020
• 12 week, 500 hour immersive user experience design program.		
Education		
<b>M.F.A.</b> ● Major in Visual Arts	The Ohio State University	01/2020 - 03/2020
Certifications		
	SorrumAllianaa	
ScrumMaster Certification	ScrumAlliance	2021
Protecting Human Research Part	ticipants D'Vinci Interactive	2022
Social Media Marketing	HubSpot	2020