

PRODUCT DESIGN & STRATEGY



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//// EXPERIENCE

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Senior Designer

Mar 2022 - Present | Microsoft

Design for Microsoft Azure hybrid cloud and edge computing scenarios across disciplines, industries, and products.

Designer 1 & 2

Aug 2018 - Mar 2022 | Microsoft

Mixed Reality - Researching, prototyping, evangelizing, and engaging customers in mixed reality feature development to affect hardware and software roadmaps.

Co-envisioning and prototyping digital transformation with customers to influence Microsoft product roadmaps and develop partnerships.

- Designed and co-led brownbag on thorough competitive analysis of 2D AR Head-Mounted Displays that informed product strategy.
- Informed HoloLens platform specs through brownbag, primary research, competitive analysis, prototypes, and a white paper.

UX Design Intern

Summer 2017 | Microsoft

Designed experience and interface, conducted research, prototyped, and tested an internal web application from end to end on a team of developers in an agile workflow.

Content Creator

Summer 2016 | Moda Health

Scripted, filmed, and edited instructional videos for future employees. Required proficiency in After Effects and deep understanding of the audience.

//// EDUCATION

Rochester Institute of Technology

2014 - 2018 | BFA in New Media Design

Minor in Web Development Cumulative GPA - 3.70

//// ON THE SIDE

2024 | Microsoft Design Week Conference Co-hosted a panel discussion on culture by individual contributors.

2018 | Hologram Color Picker Hackathon
Designed and coded a vision accessibility
prototype on HoloLens 1. Resulted in requests for
implementation on platform from users.

2019 | Eye Controlled Hospital Bed Conducted interviews and created video for an Eye Controlled Hospital Bed hackathon submission.

///// PROGRAMS & LANGUAGES

Figma Premiere

Illustrator HTML/CSS

After Effects Photoshop

///// SKILLS

UI/UX Wireframing

Prototyping Motion Graphics

Product Strategy Visual Design

User Research Storytelling