



UX Designer with solid Visual Design background. My combination of skills and experiences enable me to give people the ability to do amazing things.

PROFESSIONAL HISTORY • HIGHLIGHTS

PUGET SOUNDKEEPERS | SEATTLE, WA 11/2020
UI and UX Design • Research • Branding • Prototype • Information Architecture • Interaction Design

This 10-week project was the Capstone component of SVC's 15-month, UX certificate program. Working with real clients, I developed strategies to resolve lack of website engagement. Managed critical aspects in the process including discovery, research, information architecture, UI and UX design, low and high-fidelity, interactive prototyping. Organized team meetings, recorded minutes, designed preliminary and final presentation slide deck.

YONDERFUL SOLO TRAVELER WEBSITE | SEATTLE, WA 10/2020
Visual Design • UI and UX Design • Product Designer • Branding • Prototype • Interaction Design

This concept project was developed to encourage women to travel alone. Using an Iterative process, I researched and designed this website and phone app design from start to hi-fi, interactive prototype.

IN-PROGRESS N.D.A. MOBILE APP DESIGN | LOS ANGELES, CA 09/2020
UI and UX Design • Logo • Identity System • Style Guide Design • Prototype

Working with a team of 4 to develop mobile app starting with identity system. Designed user flow, mobile pages and web dashboard interaction. Currently working on click-able hi-fi prototypes.

15+ Years Professional Experience CURRENTLY
BURNHAM DESIGN, FREELANCE | SEATTLE, WA

Art Direction • Visual Design • Illustration • Design Education • Logo • Identity Systems • UI and UX Design • Research • Packaging • Event Campaigns • Digital Marketing • App Design • Website Design • Storyboards • Sketching

Art Directed original designs throughout a range of projects: identity systems, layout, typographic systems, packaging, app design, UI and UX design, web design, and more. Led design end-to-end from discovery, conceptualization, iteration, presentation, through to client hand-off. Managed stakeholders and vendors, and mentored junior designers.

International Experience: London, UK (Identity design system), Doha, Qatar (Art Direction, Project Management, design for VCUQ Viewbook), Jeddah, Saudi Arabia (Research and Presentation, Event Publication), Milan, Italy (Tia Maria web page design)

Past clients: The Bill & Melinda Gates Foundation, Virginia Commonwealth University in Qatar, Nordstrom, Bob Dylan, Starbucks, Cornish College of the Arts, University of Oregon.

TIME TAMER | SELF IMPROVEMENT APP 11/2013
App Design | Visual Design | UX | Concept Development | Branding | Prototype

Created a self-improvement app to train users in time-management. Designed identity system and interface. Developed user flows, wireframes and hi-fidelity prototypes.

EDUCATION

CALIFORNIA INSTITUTE OF THE ARTS
 MFA in Visual Communications

UNIVERSITY OF WISCONSIN - MILWAUKEE
 BFA in Visual Communications

ALSO...

01/2020 - 03/2021
UX CERTIFICATE PROGRAM SCHOOL OF VISUAL CONCEPTS | SEATTLE, WA

This 15-month program covered topics in preparation for a career in UX Design: User research, user journey, information architecture, interactive design, UX writing, user testing, prototyping, wireframing, presentation, and capstone projects working in teams with real clients.

11/2019
FUNDAMENTALS OF UX SCHOOL OF VISUAL CONCEPTS SEATTLE, WA

Topics covered user research, usability testing, information architecture, wireframing, sketching and prototyping.

09/2019
ANIMATION BOOT CAMP, SCHOOL OF MOTION (ONLINE)

An intensive online workshop in animation principles using Adobe After Effects and customized projects.

11/2013
CERTIFICATES: WEB DESIGN + UI/UX BOULDER DIGITAL ARTS BOULDER, CO

Both week-long, intensive workshops.



PROFESSIONAL HISTORY • DESIGN EDUCATION

CORNISH COLLEGE OF THE ARTS | SEATTLE, WA
Part-Time Design Instructor

Graphic Design + Illustration 01/2020 – 04/2020

Designed and managed this 15-week course, worked with a team of 3 instructors representing each department discipline Film/Video, Interior Design, and Design+ Illustration. Guided students through branding and marketing projects for end of year exhibition. Due to Covid, quickly pivoted to on-line exhibition. Also, presented and led critiques, facilitated workshops, guided students in research, scheduled, oversaw milestones and evaluated final projects.

Summer Workshop in Augmented Reality 07/2019 – 08/2019

Conceptualized, designed and led this 7-week Summer Design Workshop. Directed students to create a series on the subject of Climate Change using augmented reality. Final projects used 2-D design, motion and sound through the Augmented Reality app, "Artivive," (Artivive.com).

Junior Capstone 09/2018 – 05/2019

Developed and managed the following courses. Acting as Art Director and project manager throughout this 6-week class, I oversaw student research, sketches, roughs, production and final versions.

Immersive Studio Digital Lab: Developed and co-taught this 15-week, Sophomore course. Students analyzed and researched to create a short, typographic film using After Effects.

Collaborative Studio w/Seattle Center: Students worked with actual clients to promote the Seattle Center (an arts, educational, tourism and entertainment center) through short animations. Scheduled client presentations and directed projects through to client hand-off.

Meta-Systems: Sophomore students use a range of digital and analogue techniques to develop skills across interdisciplinary areas of narrative systems, type and image, and UI/UX.

DAR AL HEKMA UNIVERSITY | JEDDAH, SAUDI ARABIA Aug 2014 – Jun 2018

Associate Professor in Visual Communication

Developed and managed the following courses.

Introduction to Semiotics: Introduced symbols as systems of communication.

Typography 1 – Latin Type: This course covered the basic understanding of the principles of typesetting and typographic layout.

Time-Based Media: Introduced students to designing time-based narratives. Projects included: kinetic typography, stop-motion animation, and storytelling.

Fundamentals of Design: Covered key components of 2-D and 3-D design, color theory and principles of design as they apply to a range of creative fields.

Additional Involvement:

- Branding and Publication Design for 10th Anniversary Ceremony Booklet
- Statue design for 10th Anniversary Ceremony award recipients

TOOLS

Adobe CC
Adobe XD
Figma
Sketch
MS Office

SKILLS

UI/UX Design
Visual Design
Art Direction
Branding & Identity
User Research & Testing
User Flows
Storyboarding & Wireframing
Prototyping
Sketching & Illustration
Typography
Print Production
Italian (conversational)
Fine Art Painting