

## Experience

### **HEAD OF PRODUCT** | R65 LABS, INC – 2014 - 2023

- As part of the leadership team, collaborated with the CEO, CFO, Head of Engineering, and Head of Marketing to define and refine the vision for our flagship product, Prologue.
- Lead the design process for mobile, web, and desktop applications. Produce interaction documentation, app visuals, and other assets for app development.
- Perform regular product management duties, in collaboration with the Head of Engineering and CFO. This included sprint planning, story writing, specification creation.
- Work with the engineering team to refine design details based on technical implications and platform architecture.
- Provide design support to Marketing and Business Development.

### **SENIOR MANAGER, UX** | ATHENAHEALTH – 2013 - 2014

- Lead a team consisting of designers, front-end engineers, and researchers. I reported to the VP of Design.
- Ensure regular communication with senior product managers, engineers, and other stakeholders to understand changing business needs, define product goals, and create the development plan.
- Concept & Interaction design on a new app, "Bugs & Drugs," that garnered over 100k downloads in two months.

### **DIRECTOR, IxD** | EPOCRATES – 2010 - 2013

- Head designer on the rebuild and redesign of the core Epocrates mobile app, used by millions of healthcare professionals. The monthly usage rate for this app after the redesign varied from 200,000-500,000 MAUs.
- Head designer of the first iPad app from Epocrates. After its release, *Epocrates for iPad* garnered 30,000-50,000 MAUs.

### **SENIOR DESIGNER** | MODALITY INC – 2007 - 2010

- Lead a team of visual, interaction, and production designers for Modality's suite of over 150 iOS applications.
- Four of our apps were among the first 500 in the App Store when it launched in 2008, and we were one of the 10 companies on stage for the Apple launch event.

## Skills

Project & team leadership, Brand & Product development, Human Centered Design, User research, Interaction design, Visual design, Audio production, Video production, Web development.

## Tools

Adobe Photoshop, Illustrator and Indesign. Omnigraffle, Sketch, and Figma. Adobe After Effects, Tumult Hype, Adobe Premiere, Final Cut Pro, Logic Pro, Principle, and Quartz Composer. HTML/CSS/JS, Bootstrap, WordPress.

## Education

B.A. Philosophy – University of Central Florida

## Patent

Co-Inventor: Methods and apparatus for geography-based antimicrobial resistance tracking: [US20160092657A1](https://patents.google.com/patent/US20160092657A1)