

## EXPERIENCE

### Stealth Company

Staff Product Designer, 2023-2024

- Advised and collaborated with CEO and Head of Product on overall product strategy and company direction
- Refined ambiguous concepts into polished product requirement documents for review by entire company
- Designed and delivered complete product features across iOS and Android platforms on tight timelines
- Optimized onboarding flow to a Notifications acceptance rate of 80%
- Initialized, architected, standardized, and maintained the company's design system

### Discord

Senior Product Designer, 2020-2022

- Design lead on horizontal product areas: User Safety, Safety Tooling, Integrity, and Spam
- Designed, tested, and launched a suite of 0→1 product features that collectively halved on-platform spam reports while protecting and educating users on deceptive tactics used by bad actors ([Blog post](#))
- Conceived, designed, piloted, and launched the Time Out chat remediation feature for Server moderators within a three month timeframe
- Collaborated with design leadership to develop work processes for Discord's Design team
- Fostered community and a culture of belonging for a newly fully-remote design team of 25

### Twitter

Senior Product Designer, 2015-2020

- Design lead on horizontal product areas: Anti-abuse, Misinformation and Manipulation, and Account Security
- Designed, validated, and launched the user experience across all Twitter clients for features such as: Public Interest Interstitial, Hidden Replies, Mute Words, Notification Filters, Reporting flow improvements, There Is Help, QR Codes, Join Date, Tweet Client, DM Prompts, Twitter Product Collections
- Conceived, iterated, designed, and launched Hidden Replies, which allows customers to control what replies others see on their Tweets ([Blog post](#))
- Advocated for customer needs and conceived, iterated, and launched Mute Words, Twitter's first feature that lets customers control the content they see on platform. Over 20 million words have been muted by more than 3 million customers
- Proactively advocated for customer privacy and anti-abuse measures within Twitter which led to changed processes in how Twitter design approaches feature design
- Collaborated with design stakeholders to maintain and extend Twitter's design system, Horizon, to fill gaps in our design system when needed

### Kiip

Lead Designer, 2013-2015

- Led user experience and visual design efforts to create a self-service platform that became 30% of total company revenue six months after launch
- Led branding, user experience, and visual design efforts for Kiip's mobile apps and desktop experiences
- Led day-to-day project scheduling, and fostered team culture for small team of designers

## EXPERIENCE

### Wanelo

Product Designer, 2012

- Led complete website redesign in under two months. New design caused 400% increase in user growth
- Coordinated and conducted usability research sessions in-office with users
- Collaborated with senior staff and branding agency to develop the company's first brand identity and branding style guide then implemented it across wanelo.com

### Everlane

Product Designer, 2011-2012

- Designed the visual identity and user experience of everlane.com prior to initial launch
- Art directed assets for email and website campaigns for ten physical product launches including initial launch of t-shirts and backpacks
- Coordinated, planned, and conducted check-out flow usability research in local coffee shops

## EDUCATION

### Mississippi State University

Bachelor of Fine Arts, Emphasis in Graphic Design

## SKILLS

I'm great at weighing trade-offs, systems design, wireframing, collaborating with research, product, and engineering partners, playful illustrations, iconography, organizing brainstorming, solving visual problems and learning everything I can

I have working knowledge of HTML, SASS, and CSS

My tools are Mac OS, Windows, iOS, Android, Figma, Adobe Creative Suite, Sketch, Visual Studio Code, Git, Subversion, Keynote and Google Workspace