

## EXPERIENCE

### Pinterest

#### Design Director, Foundations

Nov 2022 - Present · 1 yr 1 mo

- Lead the Design system, Platform Design and Motion Design teams; scaling design quality, consumer safety, developer experience and accessibility across the Pinterest product and brand ecosystems, across the US and Poland.

#### Design Director, Design System and Platform Design

Jan 2022 - Nov 2022 · 11 mos

- Led the Gestalt Design system and Platform design teams to improve product quality, build product efficiencies and improve cross-functional collaboration.

### VMware

#### Head of Design Platform

Mar 2019 - Jan 2022 · 2 yrs 11 mos

- Led the direction for the Clarity Design System; a hybrid team of UI design and engineering in the US and Bulgaria.
- Scaled the Accessibility team from 2 to 17 creating in-house US and India based SME's to audit and prioritize remediation efforts.
- Developed role-based Accessibility training and measured product improvements.

### Workday

#### Senior UX Design Manager, Design System

Nov 2018 - Mar 2019

- Led 4 teams for the Canvas Design System org for desktop and mobile in the US and Europe; an org of 23.

#### UX Design Manager, Design System

Jan 2018 - Nov 2018 · 11 mos

- Managed and led the design strategy for the Design System Team; a team of 12; including 10 product designers, a content strategist and UX researcher.
- Oversaw the design development of product-wide components, flows and pages, including content strategy and research for the Workday ecosystem, to ensure consistency and efficiency between all platforms.
- Drive experience focused initiatives in product roadmap planning with cross-functional product and engineering leaders.

### TripAdvisor

#### Senior Product Design Manager

Jan 2017 - Jan 2018 · 1 yr 1 mo

- Evolved the brand and built a design system by redefining style and pattern direction, using UXR to develop the new UI and create efficiencies between design and engineering across the US and Australia.

## EXPERIENCE

- Aligned company goals by defining key results for 5 product designers; prioritizing team needs, managed velocity and performance.

### Product Design Manager

Aug 2015 - Jan 2017 · 1 yr 6 mos

- Scaled the team, managed four product and two marketing designers.
- Instituted an Agile process to the design team with daily stand-ups , weekly sprints and retros building efficiencies in our process.
- Reported team velocity and status with weekly rollups to the executive team.
- Supported design and brand needs for product, marketing, merchandising, sales, business development, supplier and internal communications.

### Viator

#### Senior Designer

Jun 2013 - Jul 2015 · 2 yrs 2 mos

- Design lead on UI redesign for Android / tablet, iPhone, iPad apps and Mobile Web. These apps hit over 2 million + downloads with average 4+ user ratings.
- Produced a 300% surge in iPhone downloads and led the app to be featured on iTunes; named an Honoree for the 2015 Webby Awards and voted the Best app for Travelers by Travel + Leisure in 2014
- Developed management strategies for the Design team from ground up
- Produced a three-fold increase in asset production through the direction, training and coaching of in-house designers and contractors.

### Education

- New York University, Bachelor of Arts
- School of Visual Arts, Professional Development

### Key Skills

- Design Direction, Experience Design, Team Building, Design Systems and Accessibility

### Community

- Invited member of Design & Innovation Roundtable discussions with Highland Solutions