

#### **DESIGN PROGRAM MANAGER**

CVS Health, Design Enablement 2022 - Present

#### **LEAD EXPERIENCE ARCHITECT**

Bottle Rocket | Ogilvy

Creative Agency & Consultancy
2018 - 2022, Clients include:

BaylorScott&White

Co-Interim Director of Product Design, UX architect for public web and native apps, 2020-22

• SCL Health

Lead UX architect for 1st gen native app in 2020

Southwest\*

Lead UX for iMessages, Travel Funds, Guest Mode, Login Optimization, and Low Fare Calendar in 2019-2020 **ACCOMPLISHMENTS** at CVS: Created process guidelines for helping designers overcome challenges within internal design org (450+) serving Rx, Health, Retail, and Aetna. Topics: Influencing Discovery, Aligning on Vision, and Addressing Subjectivity. Endorsed by VP of Design.

#### **CLIENT RESULTS** at Bottle Rocket:

- 300K+ patients began their health journey with Baylor Scott & White via MyBSWHealth in 2022
- SCL Health 1st gen native app recognized nationally for Best Digital Patient Experience in 2021
- Southwest Airlines raised app-store rating from 2.8 to 4.8 stars with 3.1M active users in 2018-20

#### **METHODS**

- Performing Discovery
- Industry & User Research
- Competitive Analyses
- WireframingInclusive Design Collab

Journey Mapping

- Customer-Centric Visioning
- Prototyping
- Usability Testing

#### **RESPONSIBILITIES**

- Leading cross-functional UX design teams on complex and long-term client engagements
- Facilitating workshops with diverse stakeholders at all organizational levels
- · Working publicly to gain alignment on vision, requirements, and customer experience goals
- Partnering with product & engineering to vet business viability & technical feasibility of ideas
- Synthesizing research, user insights, and requirements into compelling UX strategy
- Crafting Lo-Fi & Hi-Fi wireframing & prototyping to communicate desired future states
- · Conducting and/or assisting with usability studies and providing actionable recommendations
- Collaborating with inclusive designers to create better experiences for all
- · Soliciting and sharing constructive feedback, evaluating, and mentoring supporting teammates
- Managing scope, dependencies, and risks in Agile and mixed waterfall environments
- Finding creative paths through requirement ambiguity, project complexity, and API constraints

# SR PROJECT MANAGER + CURRICULUM WRITER

Resources for Learning LLC 2015 – 2018

**CLIENT OUTCOMES** for CHICKEN SOUP FOR THE SOUL • TEXAS CULTURAL TRUST • CEDFA

- Developed technology-integrated fine arts curricula that is widely implemented across Texas
- Conceived and developed the UX for an arts+technology curriculum delivery platform
- Co-authored a suite of K-12 lesson plans to accompany stories about animal conservation

#### **ATEC DESIGN INSTRUCTOR**

University of Texas, Dallas 2013 - 2015

**ACADEMIC ADVANCEMENT** in ARTS, TECHNOLOGY & EMERGING COMMUNICATIONS Taught "Basic Principles of Design" for budding game designers and visual artists while obtaining my PhD researching human computer interaction in videogames as a literacy of the body

### **SR DESIGN DIRECTOR**

Assess Systems (Outmatch.com) 1998 - 2010 **B2B UX DESIGN** AMERICAN AIRLINES • CIRCLE K • RADIO SHACK • BRINKER • BLOCKBUSTER Led design team crafting the original UX/UI for Assess and other SaaS psychometric assessment products. Pioneered the product evolution from print to multi-lingual digital platforms.

## education

PhD, Arts & Technology UT Dallas, May 2015

Master of Fine Arts, Dance UC Irvine, Dec 1992

Bachelor's, Management St Mary's College, Jun 1989

## tools

Adobe CC

in InVision

**Airtable** 

Miro Miro

A Azure

UserTesting

**Confluence** 

Sketch

**F** Figma

**Zeplin** 

## skills

Critical Thinking
Design Thinking
Discovery
Distilling Complexity
Human Centered Design
Information Architecture
iOS Higs
Journey Mapping

Lean Agile
Material Design
Persona Development
Site Mapping
Usability Testing
User Flow Diagramming

Visioning

WCAG Compliance