

## ***Product Designer at KickoffLabs working remotely from Arizona.***

### **Education**

University of Idaho  
Masters of Science; May 2007  
Human-Computer Interaction

Brigham Young University  
Bachelor of Science; Aug 2005  
Psychology

### **Skills**

Sketch  
Figma  
Photoshop  
InVision  
HTML / CSS  
Javascript  
Ruby on Rails

### **UX Research**

User Interviews  
User Journey Mapping  
Usability Testing  
Heuristic Evaluation  
Task Analysis  
Web Analytics  
Benchmarking  
Surveys

### **Experience**

#### **KickoffLabs** / Web and Product Designer

Fully Remote / Jan 2016 - Present

The company's first designer brought in to elevate design of the website and application and create a design system. Defined and implemented the roadmap and the brand and design direction that was consistent across the marketing website and inside the product. Identified and successfully resolved multiple usability concerns, including information architecture and layout of both the product and the marketing website, onboarding experience, and the product landing page editor.

#### **PureChat** / UX and Product Designer

Scottsdale, AZ + Partially Remote / March 2015 - Dec 2015

The company's first product designer on the design team. Led the research for user exploration and experience on the desktop and mobile app. Iteratively developed and implemented design direction based on user research for the product. Ran agile design cycles. Developed chat interface as a key feature of the product. Extensive research and testing were done to measure and ensure success of the design.

#### **BYU-I** / Adjunct Faculty Instructor

Fully Remote / Jan 2009 - May 2015

Developed and taught Principles of Usability and Human-Computer Interaction classes to undergraduate students.

#### **University of Idaho** / Lead Web Coordinator

Moscow, ID / May 2007 - June 2009

Hired, trained, and managed a team of usability professionals. Responsible for usability strategy and research for the UI website.