

Tools/technologies

• Figma, HTML/CSS, Bootstrap 4, JIRA, Amplitude, Photoshop, Fullstory, GitHub, Makeswift

Skills

• UX/UI Design, wireframing, prototyping, responsive design, interaction design, user research, user interviews, research synthesis, product strategy, user experience mapping, service mapping, design systems design, landing page design, web development, feature prioritization

PROFESSIONAL EXPERIENCE

Sr. Product Designer, Developer Experience

BigCommerce, Remote
Sept 2023 — present

- End-to-end designer for BigCommerce Developer Experience (DevCenter, dev portal, docs and tooling)
- Understand the importance of systems thinking when designing for developers. Specific consideration for dev tooling that will be used for many use cases (ex. request runners, advanced search etc.)
- Cull information from disparate data sources and user research to align on needs and create solutions for multi-faceted problems
- Run quantitative and qualitative research to drive user-centric improvements through generative interviews, prototype testing and analysis workshops.
- Build, grow and maintain the BigDev design system and control panel design system, BigDesign (collab. w other designers), using Figma variables to streamline design/dev handoff
- Advocate for product design and DevEx through org-wide presentations and cross-functional projects

Product Designer, Omnichannel

BigCommerce, Austin, TX
Mar 2021 — Aug 2023

- Design native omni-channel experiences (Google, Meta, Microsoft, Clover and Square POS) allowing merchants to list and sell products on third-party channels
- Create and publish scalable design patterns to the Figma Community, enabling developers and partners to build into the BigCommerce omni-channel ecosystem
- Strategize and align with internal and external PMs on new feature releases and product development
- Use and contribute to our existing design system, BigDesign to build scalable and cohesive experiences

Co-founder, Product and Business Ops

Mineflex, Austin, TX
April 2020 — July 2021

- SaaS/PaaS startup providing Minecraft users with hourly-based server hosting
- Acquired 1000+ beta signups in five months with 250+ active Discord users and successful v1&v2 launch

Freelance Writer

Architizer, New York, NY
Jun — Sept 2019

Editorial Intern

Surface magazine, New York, NY
May — Aug 2018

EDUCATION

Bachelor of Arts, Journalism

Boston University, Boston, MA
Jan 2017 — May 2020