

Design Leader with over 15 years of experience delivering user-centric solutions for global brands like Autodesk, John Hancock, and Warner Bros. Skilled in UX design, design systems, AI-powered workflows, and data visualization, I specialize in aligning user needs with business goals through intuitive prototypes, scalable design systems, and iterative roadmaps. Proficient in Figma, Adobe, and strategic storytelling, I lead cross-functional teams to create innovative digital experiences across web and mobile platforms, leveraging emerging technologies like AI and automation to drive measurable UX outcomes.

## Qualifications

- Expertise in human-centered design, simplifying complex problems into wireframes and prototypes
- Strong collaboration skills with cross-functional teams to deliver cohesive user experiences
- Proficient in UI design, interaction, and usability across digital platforms
- Expertise in information architecture, ensuring intuitive navigation and content structure for optimal user experience
- Skilled in storyboarding, prototyping, sketching, and layout design
- Experience incorporating AI/ML into UX processes for innovation
- Expertise in 3D modeling, animation, and film/video production
- Agile and Lean methodologies experience for efficient project management
- Advanced in Figma, Protopie, Principle, Adobe Suite, Maya, 3D Studio Max, Jira, Confluence
- Knowledgeable in version control (Git) and front-end development (HTML, CSS)

## Experience

### Principal Experience Designer, Autodesk, 2019-2024

- Led product discovery using design thinking practices to understand business and user needs
- Created visualizations and prototypes for automated solutions using AI and ML
- Designed workflows for architects to create realistic 3D visualizations & simulations of building designs
- Designed user interactions & dashboards for architects to evaluate environmental performance of sustainable building designs.
- Conducted customer research sessions to validate and support product enhancement decisions
- Facilitated Design Studio sessions across multiple teams to foster collaboration and maintain design system guidelines.

### Experience Designer, Manulife/John Hancock, 2016-2019

- Co-led the creation of a design system to ensure consistent user experiences across various products
- Designed a global sign-in and multi-factor authentication experience to enhance security and usability

### Experience Designer, Freelance/Massachusetts General Hospital, 2016-2018

- Created an interactive large screen display with iPad control panel for ICU patient monitoring
- Invited participants for an interactive clinical study to test the experience design and collaborated with developers on iterations

### User Experience Design Lead, TIAA-CREF, 2013-2016

- Developed UX/IA documentation including site outlines, process flows, sketches, scenarios, personas, wireframes, and navigation models for desktop and mobile applications to define functionality and user behavior.
- Collaborated with cross-functional teams and stakeholders including business owners, product managers, UX visual designers, developers, and end users, to identify user interface needs and present design solutions, including spearheading the delivery of innovative, interactive retirement tools.
- Led UX Design initiatives to enhance the account opening experience, resulting in a significant 53% increase in account openings.

### Senior Interactive Designer / Animator, LUCKYLABS, 2011-2013

- Led & mentored a design team, significantly enhancing game success by fostering a culture of innovation and collaboration.
- Collaborated with game developers to design and implement social features for a mobile game, leading to a 20% increase in player engagement.
- Provided creative direction across web, mobile, video, and interactive media platforms, elevating brand visibility and user engagement.
- Worked collaboratively with developers to deliver high quality, optimized designs, ensuring a seamless user experience.

### **Interactive Designer / Animator, GAME SHOW NETWORK – DIGITAL (gsn.com), 2010-2011**

- Designed and animated user interfaces for popular social games like Wheel of Fortune and Jeopardy on Facebook, enhancing player engagement.
- Collaborated with the Creative Director and VP of Marketing on interactive marketing strategies, driving significant online engagement.
- Achieved a 20% uplift in player engagement by implementing compelling social features and user interfaces.

### **Senior Game Designer / Animator, GAMELOGIC, 2008-2010**

- Designed high-quality 2D & 3D artwork and animations for online game projects, enhancing player interaction and visual appeal.
- Led the design of intuitive user interfaces for games and product marketing, boosting user engagement.
- Collaborated with cross-functional teams to create compelling marketing materials and product branding, driving brand awareness and sales.

### **Senior Multimedia Designer / Animator, HARVARD BUSINESS SCHOOL, 2006-2008**

- Created interactive animations and graphics for online tutorials for HBS, enhancing the learning experience for students.
- Collaborated with key management to showcase the innovative use of media in education

### **Design Manager, GAMELOGIC, 2003-2006**

- Hired and managed a team of 6 designers to create assets for online game development, ensuring cohesive and high-quality design output.
- Oversaw and directed the final art and conceptual materials, providing guidance and leadership to achieve the desired artistic vision and project goals.

### **Freelance/Contractor Art Director, Illustrator, Animator, Designer, Instructor, 2001-2003 SESAME STREET / 360KID / DEOS / SONY / DISNEY / CURIOUS PICTURES**

- Created animations for Sesame Street online games and a 3D film for Sony Wonder broadcast TV
- Wrote, directed, and animated an award-winning animated film for children for national distribution.
- Animated and fabricated characters for a stop-motion short for HBO and Curious Pictures
- Designed an original transformable house/rocket model for motion rigging for “Playhouse Disney” episodes
- Taught courses on Animation at Boston Center for Adult Education.

### **Lead Animator, WARNER BROS., 1999-2001**

- Led communication and collaboration between director and animation team for 13 episodes on Kid's WB network.
- Utilized 3D Studio Max to animate characters, props, lighting, and visual FX.
- Modeled characters and props in alignment with script and scene breakdown.
- Prepared for animation by breaking down scripts and storyboarding scenes.

### **Animator, SOUTH PARK / COMEDY CENTRAL, 1997-1999**

- Collaborated as one of the original 7 animators to establish the unique style of the show, aiming to replicate the look and feel of a paper cut-out animation aesthetic through computer-generated imagery.
- Animated characters, props and visual FX using MAYA, contributing to the creation of a distinctive visual identity for the show and its characters. I am proud to say, “I killed Kenny.”

### **3D Digital Animator / Modeler, FILM ROMAN INTERACTIVE, 1996-1997**

- Created immersive scenes and props for a console game using advanced 3D animation techniques.
- Collaborated closely with the team at Film Roman to ensure seamless integration of animations into the final product.

### **Production Assistant / Apprentice Editor, WARNER BROS., TWENTIETH CENTURY FOX, 1995-1996**

- Supported production team by assisting with script delivery, archiving outtakes, and coordinating actors.

## **Education**

- BFA in Cinematography and Film/Video Production, Emerson College, Boston, MA
- Web Design Certification, Boston University, Boston, MA
- Using AI for UX Design and Research Certificate, LinkedIn Learning
- Figma for UX Design Certificate, LinkedIn Learning
- Virtual Reality and Augmented Reality Certification, Coursera
- Autodesk Maya Certification, Great Eastern Technology, Salem, NH