

Industry Sectors

FinTech, Aerospace & Defense, Quantum & Cyber Security, Non-profit, Education, Healthcare, Logistics, Insurance, AI, EVs, Social Media, Apparel, Automotive, Real Estate, Entertainment, Agriculture, Govt/DOD, Travel & Tourism

Project Types

Design Systems, Product, B2B, B2C, D2C, Audio/Visual, Web, Mobile (Native: iOS & Android), Guidelines, Documentation, Design Ops, Presentations, LLM/AI, Games, Marketing Campaigns & Collateral

Certifications

Nielsen-Norman Group UX Cert, 2018–'26
Design Leadership Cert, Brainstation, 2021
Product Mgmt Cert, Brainstation, 2019
UX Design Course Cert, Brainstation, 2017
Certified ScrumMaster® (CSM®), 2016

Skills

Leadership: Creative Direction, Team Mentoring, Advocating Design Best Practices to Stakeholders, Strategy
Design Specialties & Expertise: Human-Centered Design, UI, UX, Native Mobile (iOS), Game UI & HUD, 3D Rendering, Design Systems, Wire-framing, Prototyping, Accessibility Standards, Branding & Style Guides, Marketing Collateral
Collaboration: Lead Design Studios & Sessions, Cross-Functional Team Workshops, & Design Practice Groups

Software / Tools

Figma, Miro, Lucid, CATIA, Solidworks, Blender, AutoCAD/Inventor, Alias, HotJar Matlab, Maze, UserZoom, **Adobe Creative Suite:** Illustrator, XD, Photoshop, InDesign, After Effects

Education (or \$100K of Debt)

MBA | OU
MFA | UT
BS Eng | ERAU
BFA | UNL

Experience (20 Years)

Sept 2024 – Present (Contract, Remote)

Staff Product Designer, Area Lead | FM

Impact: Led end-to-end product, UX, & design system overhaul for AI-driven internal tools, standardizing patterns across web & mobile, reducing cognitive load & errors, delivered AI-assisted features that cut workflow time ~20% & raised NPS by 12 points.

Jan 2023 – Dec 2024 (Contract, Remote)

Product Design Team Lead | Moody's, RMS

Impact: Championed & operationalized unified multi-product design system across 12 risk tools, improving accessibility & consistency while enabling ~20% faster feature rollout, ~6% higher multi-platform retention, & ~30% less duplicated design work.

Jan 2022 – Jan 2023 (Contract, Remote)

Head of Design | Qrypt

Impact: Built Qrypt's zero-to-one brand & product UX for a quantum security platform, creating a transparent, trustworthy design system, growing the team to four, & establishing processes that de-risked delivery & improved stakeholder confidence.

Jan 2021 – Jan 2022 (Contract, Remote)

Product & Design Area Manager | Amazon DSP (Delhivery)

Impact: Led product vertical for Amazon's DSP (Delhivery) logistics tools used by warehouse staff & drivers, optimizing mobile & desktop workflows for real-world constraints, achieved ~20% efficiency gains, ~45% less training time, & ~28% fewer usability issues.

Aug 2016 – Dec 2020 (FTE, Remote)

Product Manager & Designer | Hanes, Champion

Impact: Directed UX & product for Hanes' Champion brand e-commerce & B2B ordering portals, simplified navigation & checkout within legacy & seasonal constraints, improving conversion by ~8%, reducing handoff errors ~36%, & raising customer satisfaction ~18%.

May 2006 – Aug 2016 (Freelance for multiple agencies)

Design & Product Consultant | Stellar Impact, Firespring, WWT, Frog, Full Nelsen

Impact: Consulted across AI, fintech, gov, & entertainment, delivering platform-native UX & lightweight design systems, boosted digital engagement up to 40%, improved developer efficiency up to 33%, lifted customer satisfaction up to 50%, & captured 84% return clients.

Deeply experienced design leader, product owner, & mechanical engineer seeking Head of Design or Design Director role. I unify AI-driven tools, design systems, and product strategy to deliver measurable impact across complex products & diverse teams.