

Just a simple dude who wants to create awesome stuff.

## WHAT I'M LOOKING FOR

An opportunity to build products that are useful, usable, and beautiful — Looking to join a team that truly values creativity, innovation, and an enthusiastic design culture.

## WHAT I'VE DONE

### Facebook — Product Designer (Contract)

APRIL 2016–PRESENT

Involved in all aspects of the product lifecycle, from brainstorming and defining requirements with PMs, to designing and testing interfaces, as well as working with engineers to make sure everything comes together just right. I can't say more or I may not have a job tomorrow...

### Vimo Labs — Lead Designer

MAY 2015–MARCH 2016

Responsible for UX and visual design across multiple products, particularly the apps, TrackMyFitness and TrackMyGolf. Both apps span multiple platforms including iOS, watchOS, tvOS, Android, and Android Wear.

### SAP — UX / Visual Designer

DEC 2012–APRIL 2015

Worked on many different types of projects including websites, mobile apps, and branding work. My primary focus was in the visual design space, though I found myself wearing many hats on a day-to-day basis, working on interaction designs, copywriting, and coding websites. I worked tightly with interaction designers, researchers and product managers on every project. Was a lead designer on the award-winning SAP Scouting application.

### Vyo — Lead Designer

NOV 2012–APRIL 2015

Responsible for user experience and visual design of the app. Supported the creation of marketing materials, including the development of the website. I worked hand-in-hand with the project lead and developers to define the product and its future.

## FLUENT IN

Sketch, Adobe Creative Suite CC, HTML/CSS, Keynote, Office

## WHERE I LEARNED

BFA Graphic Design, Dec. 2012  
San José State University  
San José, CA