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LEAD PRODUCT DESIGNER

I'm a passionate product designer and award-winning fine artist with 12+ years crafting engaging experiences for kids, families, and educators. Above all things, I believe in using empathetic collaboration to serve & inspire the next generation of creatives.

CURRENT GIG

SEESAW LEARNING

Lead Product Designer (2019-present)

- Redesigned Seesaw's messaging experience to address critical online communication pain points for educators
 - Led design process over 2 years, iterating through continual user feedback
 - Paired with engineering to implement Seesaw's design system on a new tech stack
 - Successfully launched the new Messages experience in 2022, driving increased district adoption and usage
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EXPERIENCE

META

Product Designer, Messenger Kids (2017-2019)

- Led design for Meta's first communication app for kids, reaching over 7M users in 195 countries
- Collaborated with child development experts on an engaging onboarding flow promoting digital citizenship through game mechanics
- Tested concepts continually with real kids using motion-rich, interactive prototypes
- Worked closely with artists & engineers to create delightful multiplayer games that teach vital communication skills

THE WALT DISNEY COMPANY

Lead Product Designer, DisneyLife (2013 -2017)

- Lead designer & information architect for proof of concept of Disney's first streaming service, the precursor to Disney+
- Synthesized stakeholder expectations with consumer insights through workshops and service blueprints to deliver an inspiring and tactical product vision
- Spearheaded UI and motion design system; architected robust login and signup systems
- Supported its successful launch in UK, Ireland and the Philippines, paving the way for Disney+ and its 146M users

EXPERIENCE

continued

THE WALT DISNEY COMPANY**Senior UX Designer, Disney.com (2011-2013)**

- Spearheaded UX for Disney's shift from Flash to responsive mobile web experiences
 - Helped scrappy team transform content for mobile through delivery of sitemaps, flows, wireframes and prototypes
 - Launched new online platforms for video, games, and movies; led designs for Disney Junior and Disney Princess branded experiences
 - Responsive redesign brought Disney's magical content to the mobile generation
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EDUCATION**PARSONS THE NEW SCHOOL FOR DESIGN****M.F.A. Design & Technology (2009-2011)**

Courses in usability testing, game design, dynamic narrative systems & hardware prototyping

Graphic Design Summer Program (2006)

Courses in usability testing, game design, dynamic narrative systems & hardware prototyping

FLORENCE UNIVERSITY OF THE ARTS**Study Abroad Program (Fall 2008)**

Courses in Italian art history & cinema, painting & drawing

FAIRFIELD UNIVERSITY**Dual B.A. Film & Studio Art (2005-2009)****DESIGN SUPERPOWERS**

- Empathy & emotional intelligence
 - Self-aware & open to feedback
 - Fluid working style for optimal collaboration
 - Prototyping & testing ideas with users to influence designs
 - Capable of long term visioning while delivering short term goals
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PASSIONS & INTERESTS

- Creating art & sharing it with the world
- Understanding how creativity affects our mental health
- Dreaming up side-hustles with my husband
- Immersing myself in story-rich games
- Being a cat mom to Luna & Theodore
- Nerding out on all things musical theatre