

Objective	Through research, rapid prototyping and iterative testing with users create next generation user experiences that resonate with consumers and add relevant meaning to the brand experience	
Expertise	<ul style="list-style-type: none"> · User Research and Behavioral Modeling · Rapid Prototyping and Iterative Testing · Visual Design and Information Architecture · Evangelize User Needs throughout development 	
Experience	<i>User Experience Architect</i>	<i>February 2005 to June 2006</i>
	<p>Barkley Evergreen & Partners, Inc. Interactive</p> <p>Full service Midwest ad agency striving to create great work that remains relevant to client and consumer. Wear many hats and frequently adjust process to budget size and time scope.</p> <p>Conducting research from clients to kids for large scale internal web-applications to small external micro-sites. Producing design direction and use modeling through every stage of rapid prototyping and iterative testing until final interaction documentation, then evangelization of user needs throughout development and measuring completion. Also designing a process for holistically mapping a plot of consumer touch points to strategically manage the overall series of sensory take-aways a consumer has across the brand experience.</p>	
	<i>Interaction Designer</i>	<i>August 2001 to February 2005</i>
	<p>ALTEC, Advanced Learning in Technology Education Consortia Center for Research on Learning at The University of Kansas</p> <p>Grant funded NFP dedicated to enhancing learning and integrating technology into education. Researched students and teachers to produce range of highly usable digital tools and design assets for active use in traditional and high-tech classrooms. Worked closely with multicultural development teams to produce dynamic web and handheld applications.</p>	
	<i>Freelance User Interface Designer</i>	<i>October 2002 to 2003</i>
Experience	<p>Vitalseek</p> <p>Internet start-up, next generation search engine for medical community. Designed and produced image assets and page interfaces incorporated into existing visual style and site structure.</p>	
	<i>Visual Designer</i>	<i>paid internship, March 1999 to October 1999</i>
	<p>Media Horizons Web Design</p> <p>Internet start-up dedicated to customer and quality while pushing the envelope of conventional web-design. Worked closely with clients and integrators to produce site structures and visual layouts directing the overall experience past trends and early UI design limitations.</p>	
Management	UPS, United Parcel Service	<i>May 2000 to August 2001</i>
	<p><i>Package Level Data Manager</i></p> <p>Managed Hub computer package-tracking system and office employees while monitoring and trouble-shooting system errors within the operation</p>	
	<p><i>Part Time Supervisor of Operations Training</i></p> <p>Managed and trained new employees to hub specifications for safety and performance while assisting with area management</p>	
	<p><i>Safety Committee Representative and Retention Committee</i></p>	
Education	<i>Industrial Design BFA, The University of Kansas</i> <i>Human Factors Psychology concentration</i>	<i>May 2003</i>
Process	Research (Excel), User Experience Narrative/Personas/Scenarios (Word), Low Fidelity Sketches (Paper/Pencil), Medium Fidelity Mockups (Paper, Visio/PPT), High Fidelity Prototypes (AI, PPT, HTML/CSS), Interaction Diagrams/Information Architecture (Visio), Content Sitemap (Word, Visio)	
Activities	Organizing local SIGCHI chapter (KCCHI), Local Ambassador User Experience Network (UXNet) Industrial Designers Society of America (IDSA) Member; enjoy: Photography, Cooking, Sailing	