

PROFILE SUMMARY

UX Designer with a background in operations leadership and military service, focused on creating intuitive, accessible, and efficient digital experiences. Experienced in user research, usability testing, wireframing, prototyping, and translating complex workflows into user-centered solutions. Known for work ethic, analytical thinking, collaboration, and disciplined execution in fast-paced environments.

CORE COMPETENCIES

- Figma
- UX Research
- Usability Testing
- A/B Testing
- Competitive Analysis
- Wireframing & Prototyping
- Information Architecture
- Journey Mapping/User Flows
- Design Systems
- Feature Prioritization
- SUS/SUPR-Q
- Cross-Functional Collaboration
- Accessibility (WCAG)

PROFESSIONAL HISTORY



Cognizant - UI/UX Designer
Apr 2026 – Present

Contributed to UX enhancements for a fintech business reporting platform, including modal redesigns, reporting PDF designs, and taxonomy tooltip content

Collaborated with cross-functional designers to create user-centered reporting solutions that improved information clarity and usability.

Applied AI-powered tools to support research and design decisions, streamline UX content creation, increasing productivity and reducing time spent on repetitive tasks

Earned Context Engineering certification through AI focused training and assessment, demonstrating proficiency in prompt design, context management, and AI-assisted problem solving.



Revature - UI/UX Designer
Feb 2026 – Apr 2026

Led ent-to-end UX case studies using research methods (heuristics, SUS, SUPR-Q, interviews, competitive analysis) to drive design decisions.

Created wireframes and prototypes in Figma, leveraging personas, journey maps, and design systems.

Presented 20+ slide decks to stakeholders, sharing insights, A/B test results, and feature prioritization recommendations. Collaborated in Agile style design reviews, iterating on UX solutions through peer critique, and feedback loops.



Sports Media Inc. – UX Designer Intern
Oct 2025 – Jan 2026

Collaborated with cross-functional teams to improve accessibility, usability, and design consistency across 3 digital products, including the FANZ sports app, their checkout flow, and an NIL social media platform.

Selected to lead a 3-person design team to improve accessibility, usability, and brand consistency across the FANZ app ecosystem, introducing WCAG standards and reducing developer revision cycles by roughly 30%.

Redesigned the NIL site's checkout flow, cutting steps by 16.7% and making it 32.6% faster to complete proving a reduction in cognitive load.



United States Air Force - TSgt/E6 – 4N071 Medical Technician
Nov 2007 – Oct 2018

EDUCATION AND PROFESSIONAL DEVELOPMENT

