



**PROFILE | A LITTLE ABOUT ME**

A senior designer, with nearly 15 years of experience, eager to create impactful user experiences, across platforms, while leading a user-centered approach.

**EXPERIENCE | WHERE I'VE BEEN**

**S&C Electric Company**  
*Sr. Web / User Interface Designer*  
Oct 2013 – Present

**ACCOMPLISHMENTS | INTERESTING STUFF I'VE DONE**

**Co-Inventor of Patent 9,880,724: User Interface for Viewing Event Data**  
*Visualizing the Grid of the Future*, paper.  
Submitted, and presented, to the CIGRE 2018 Grid of the Future Symposium  
Coordinate a team of three, designing and implementing all enterprise software UI/UX efforts for four web and mobile applications. Provide UI/UX guidance for select embedded software.  
Create new feature wireframes and high-fidelity mockups to ensure workflow and design acceptance from product owners.  
Lead brainstorming sessions and give feature and project presentations to key stakeholders and executives.  
Drive styling and interaction guidelines for enterprise software solutions at S&C Electric Company.

**Applied Decision Science**  
*Visual User Interface Designer*  
June 2010 – Oct 2013

Designed web-based health care applications to aid clinical scheduling and cancer surveillance. Created hi-fi mockups defining style and workflow. Worked with medical personnel to define content.

**Nathan Hall Designs**  
*Freelance Designer*  
June 2008 – Oct 2013

Designed logos, info-graphics, and marketing materials to support products and services across technology, health care, fitness, education, and agriculture industries.

**Henry Dreyfuss Associates**  
*Graphic / Industrial Designer*  
June 2005 — May 2008

Motorola: Served key role in defining, staging, and conducting a human factors study, and subsequent ergonomics study. Studies gathered detailed ear measurements to improve earpiece design and it's relative success.  
John Deere: Designed various product graphics for the Ag. division and related subsidiaries, including the trademarked "stripe" for self-propelled vehicles and product decals for the Auto-Trac Universal Steering Kit. Created UI wireframes and test boot animations for an early in-cab infotainment system.  
Engineered Plastics Inc.: Designed and project managed the AccessTile tactile warning system. [www.accesstile.com](http://www.accesstile.com)

**EDUCATION | 2 MAJORS & 1 MINOR**

**University of Michigan**  
BFA - Graphic Design ▶ 2004  
BFA - Industrial Design ▶ 2004  
Art History Minor

**SKILLS & SOFTWARE KNOWLEDGE | WHAT I'VE LEARNED & WHAT I'M GOOD AT**

20 years of experience with Adobe Illustrator and Photoshop.  
Additional experience with Bohemian Sketch and Affinity Designer.  
Excellent concept development and problem solving; Highly organized;  
Strong understanding of human factors, form language, and color theory.  
Plan, document, and store work in Jira, Confluence, and BitBucket.