

SUMMARY

Innovation, creativity, functional design, and exceeding end-user experiences are core elements of the work I aspire to do. I thrive on new challenges and solving problems effectively and efficiently. I enjoy working with like-minded people to achieve a common goal. I strive to work in an environment where I can contribute to a sense of purpose, meet goals, and develop ways to fulfill needs.

Professionally, I have worn many hats in my 18-year career. From physical therapist to entrepreneur to project manager to UX designer, I seek new challenges as I stave off intellectual complacency and strive for ways to engage and innovate.

EXPERIENCE

Owner/UX Designer/Project Manager
90 Revolutions, Inc., (2009 - 2020)

Physical Therapist/Server Setup/Telehealth
Various Physical Therapy Clinics, (2003 - Present)

Storyboarding/Graphics Design/Video Editing
The Keswick School (2018)

EDUCATION

Google UX Design Certificate
Coursera (2022)

The Ultimate HTML and CSS Series 1-2
Code with Mosh (2021 - 2022)

The Ultimate JavaScript Mastery Series 1
Code with Mosh (2021)

Responsive Web Design
freeCodeCamp (2021)

Doctorate of Physical Therapy
University of Pittsburgh (2000 - 2003)

Bachelors of Science in Allied Health
Slippery Rock University (1996 - 2000)

ACCOMPLISHMENTS

Product/Visual Designer/Researcher

90Rev Training Software for Endurance Athletes

Empathized with users by creating personas, user stories, and user journey maps

Defined user pain points

Ideated design solutions using wire-framing and competitive audits

Created interactive low and high-fidelity prototypes for engineers using Adobe XD

Frontend coding

Conducted interviews and usability studies

Server/In-House Networking

Nelson Wellness Center

Setup and configuration of server for private physical therapy clinic for medical documentation and backup

Videography

The Keswick School

Collaborated with stakeholders on the vision, created storyboards, and designed and shot multiple cinematic videos using Adobe CS

SKILLS

Project Management (Asana, Trello, Git) - Effectively leading managing teams, including non-UX disciplines

Wireframing and Prototyping (Adobe XD, Axure, Figma)

Experience with Apple's human interface design guidelines

Server and Network Design

Front End Development (HTML, CSS, Javascript, WordPress Management)

Graphic Design (Adobe Photoshop, Adobe Illustrator, Affinity Designer, Affinity Publisher, Affinity Photo)

Video Editing (Adobe Premiere Pro, Adobe After Effects)

3D Modeling (Autodesk Fusion 360, Ultimaker Cura)

Videography (Multi-Camera and Aerial)