

Experience:

- 7.19 – present      **Procore Technologies**  
*UX Design Lead*
- Lead and mentor team in designing experiences that promote clean data, mobile, and internationalization in order to address the needs of all users
  - Design and validate new experiences via mockups, wireframes, flow diagrams, sketches, and other UX artifacts for cloud-based applications
  - Conduct both generative research to uncover opportunities as well as usability tests with customers, both online and in-person at job sites
  - Collaborate with cross-functional product teams that include Product Managers, Engineers, and other Designers to achieve product outcomes that deliver value and delight our customers
  - Run design reviews, crits, and be an advocate for a healthy design culture
- 6.17 – 6.19      **RealMassive**  
*Principal UI/UX Designer*
- Develop and direct the User Experience team to deliver strategic, innovative, end-to-end user experiences that optimize user and business goals
  - Create UX documentation–personas, transaction flows, wireframes, prototypes, and user interactions to communicate concepts and designs to internal partners
  - Develop UX Research program to test new and existing design patterns
  - Organize and implement policies, procedures, structures, roles and responsibilities that enable the UX/UI team to deliver on commitments
- 9.15 – 9.16      **Spredfast (now Khoros)**  
*Design Manager, Custom Solutions*
- Coach, mentor, and work alongside Design Team
  - Design Social Media and Marketing experiences for B2B and B2C clients including NBA.com, Home Away, Whole Foods, Harley Davidson, and more
  - Review creative output and provide constructive direction and feedback
  - Collaborate with Project Managers, Product Mangers, and Developers to reframe problems, alleviate blockers, scope work, and develop solutions
- 1.11 – 4.15      **SolarWinds**  
*Senior Design Manager / promoted from Senior Designer*
- Manage production activities, schedule, and assign work for Design team
  - Collaborate with web, email, and programs team to analyze metrics, recommend A/B tests, and find actionable insights to improve the UX
  - Lead Design Team to concept, design, illustrate, and code experiences including email and web that drive click-thru rates and downloads

## Experience cont.

1.08 – 1.11 **Golfsmith International**

### *Art Director*

- Design and art direct seasonal Marketing campaigns including email, web, direct mail, catalogs and in-store signage for 72+ retail stores
- Plan, produce, and budget location and in-house photo shoots

7.06 – 12.07 **National Instruments**

### *Designer*

- Design worldwide Marketing material from concept to final production
- Lead team projects including delegation of tasks, scoping, and presenting

5.04 – 6.06 **Commemorative Brands, Inc.**

### *Lead Designer*

- Manage all production activities, schedules, and assign work for Design Team
- Concept and design retail Marketing material for Wal-Mart, Samuels Jewelers, Balfour, and ArtCarved

## Certifications & Skills:

- Nielson Norman Group UX Certificate; Figma, Adobe Creative Suite, Sketch, Jira, User Research, Usability Testing, Web, iOS, and Android design standards

## Education:

- University of Texas at Austin, B.S. in Advertising, Creative Sequence
- Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM), Spanish Study Abroad Program