

WORK EXPERIENCE

Product Designer & Principal Software Engineer

Bose Corporation

2021 - 2024

- Lead Global R&D, User Research, and Vision & Validation efforts by designing and creating both hardware & software prototypes, developing tools, and conducting tests to ensure a user-centered design approach.
- Innovated and refined concepts and products through user testing while collaborating within cross-functional teams in an agile environment.
- Craft user-centered visual designs, wireframes, and both lo-fidelity and hi-fidelity prototypes to evaluate future product experiences.

Key Achievements

- Led the design and development of future product features that will enhance user experience, contributing into a 25% increase in customer satisfaction.
- Awarded a design patent for a health-based sleep category product.
- Deeply integrate with engineering staff on early and ambiguous concepts.

Senior Concept Designer

Bose Corporation

2005 - 2021

- Pioneered the development of hardware and software prototypes and vision videos for internal and external concept and feature evaluations.
- Collaborated with the head of product to translate company goals into actionable design decisions.

Key Achievements

- Awarded multiple design patents in recognition of innovative concept development and user experience delivery resolution.
- Led a team of designers to create a new product line, resulting in a 10% increase in consumer electronics market share (VideoWave).

Visual Designer & Developer

Convoq, Inc.

2001 - 2005

- Led the creation of a groundbreaking corporate conferencing and messaging tool as the sole designer.
- Collaborated closely with the CEO, head of marketing, and head of product to deliver pioneering software.

Key Achievements

- Consulted directly with Macromedia and Adobe to integrate cutting edge design techniques for online web conferencing.
- Successfully launched a product that was adopted by major corporations.

Software

Sketch
Figma
Illustrator
Photoshop
After Effects
InDesign
Jira
Trello
Miro
Xcode
HTML, CSS, Javascript

Hard

UI & UX Design
Prototyping
Visual Design
Art Direction
Design Review
Product Strategy
Wireframing
User Research
Brand & Identity
Usability Testing
Storyboarding
Software Development
Published Tech Author
Awarded Patents

Soft

Communication
Empathy
Teamwork
Problem Solving
Apple HIG
Independence

EDUCATION

Bachelor of Fine Arts: Design

1993

Edinboro University of Pennsylvania