Education

- 21 | MBA, Imperial College Business School
- 18 | MA Graphic Design Communication, Chelsea College of Arts, University of the Arts London
- 15 | B.S. Economics, Minors in Computer Science and Theatre, The George Washington University

Selected Work Experience

02.24 - Present | Experience Lead Al & Innovation | MING Labs, Amsterdam

All responsibilities in Senior UX Designer along with:

- · Facilitate clients to develop insights, define and prioritise opportunity areas, and envision concepts in the area of generative Al
- Evolve internal design operations by defining new methods of project delivery, iteration, and prototyping fit for the challenges of delivering and validating generative AI experiences
- · Collaborate with business development team to craft new project proposals and service offerings and work with clients to identify new opportunities to extend existing projects or begin new ones

02.22 - 01.24 | Senior UX Designer | MING Labs, Munich

- · Lead research-driven projects and facilitate workshops for clients in both B2B and B2C use-cases ranging in value from 75k 450k with the goal of delivering both user and planet-centred digital services
- · Develop and execute research plans, including competitor analysis, market evaluation, UX benchmarking, user interviews, and stakeholder interviews to define a coherent understanding of the problem space
- · Synthesise research results to highlight market dangers and opportunities, using visual communication tools such as service blueprints and as-is/to-be customer journey maps
- · Deliver high quality user interfaces for mobile and web along with corresponding design systems, including the delivery of reusable components, documentation and a governance structure for the evolution of the given system
- · Collaborate in agile and interdisciplinary teams, mentor junior teammates, and push the creative profession forward with participation in self-driven research and experimentation and thought leadership in industry events as a moderator and speaker

08.21 - 01.22 | Senior UI Designer | IBM iX, Berlin

- Developed unique, user-centric user interfaces for digital products and services (websites, apps and platforms) for large clients in the DAX 10 and Fortune 100 with a high focus on achieving strategic product goals
- · Support the preparation and facilitation of client-facing workshops and customer presentations, including design sprints and pitch presentations for projects ranging in value from €500k €60M

11.18 - 07.20 | Senior Product Designer | thoughtbot, London

- · Led software projects, from redesigns to new venture development, valued between £30k and £100k and promoted a user centred approach with teammates and clients to ensure high user engagement
- · Crafted high fidelity design mock-ups and built front-end functionality for mobile and web applications using HTML, CSS, JS, & Swift

07.16 - 07.17 | Designer and Developer | Clearly Innovative, Washington, DC

01.16 - 06.16 | **Junior Software Developer** | ALV Software LLC, Bethesda, MD

Selected Achievements

- 24 | GenAl As An Agent of Inclusion, UX Healthcare, Amsterdam | Speaker
- 24 | Core77 Design Awards Runner Up (Apps & Platforms), Core77 Design Awards | Runner Up for Nui Care Redesign & Al Enablement
- 24 | UX Design Award Product 2024, International Design Center Berlin | Winner for Nui Care Redesign & Al Enablement
- 23 | GenAl & UX: From Linear Journeys to Tailored Terrain, PUSH UX, Munich | Speaker
- 22 | Getting Into Design, Black Tech Fest, London | Organiser & Moderator
- 20 | **The Inclusive Design Toolkit**, Subvisual Lunch & Learn, Braga | Speaker
- 19 | Selling Design (Miles Johnson), Tentative | Podcast Guest
- 19 | Accessibility: Create a product that cares, Smart Cookies meetup, Bristol | Panel Participant
- 19 | Can Designers & Developers Co-Exist Peacefully?, London SDD Conference, London | Speaker
- 19 | Designing for Humans: Business Goals vs. Design Ethics, Coed:code meetup, London | Speaker

Additional Skills & Activities

Personal Projects: Keep Touch (Mobile App), Just In Time: Math (Mobile App)

Programming Languages & Software: HTML, CSS, JavaScript, Swift, Sketch, Figma, Adobe CC

Languages: English (Native), German (Intermediate), Dutch (Beginner)