

*With a developer's background and a researcher's heart, I've been known to ask 'why?' until it hurts and believe the right answer is usually just a good conversation away.*

## WORK EXPERIENCE

### 1. PIVOTAL (FORMERLY SLICE OF LIME) - BOULDER, CO (09/2012 – PRESENT)

#### Staff. UX Designer

- Collaborating with a variety of clients, from small startups to large, international enterprises.
- “Pairing” directly with development team to implement product features and develop agile stories.
- Leading client workshops to define business strategy and refine product vision.
- Conducting generative + qualitative research to inform product iterations and design direction.
- Facilitating modified design sprints to ensure clients have shared ownership in outcomes.
- Guiding project teams to success as a project “anchor” or lead.

### 2. CONSERT - SAN ANTONIO, TX (09/2011 – 09/2012)

#### Lead UX Developer

- Developed and maintained Javascript (frontend) and Java (business-layer) codebase.
- Led UX/UI team and facilitated conceptual design sessions for product roadmap.
- Conducted numerous remote and in-person user interview sessions.
- Built a culture of sharing and learning by leading a regular internal UXD education series.

### 3. RATIONALE DIGITAL - SAN ANTONIO, TX (03/2010 – 09/2011)

#### Co-Founder / UX Designer / Web Developer

- Executed complex design strategies across both traditional and non-traditional media.
- Produced highly-dynamic, social, photo sharing/voting platform for SeaWorld San Antonio.

### 4. THE ATKINS GROUP - SAN ANTONIO, TX (09/2008 – 03/2010)

#### Interactive Developer

- Designed and developed front-end User Interfaces and backend solutions.
- Developed a highly-dynamic, interactive Flash site for large municipal utility company.

### 5. USAA - SAN ANTONIO, TX (06/2006 – 09/2008)

#### Multimedia Developer/ Instructional Designer (Employee Education)

- Conducted usability testing sessions for beta products with students.
- Developed front-end UI template/standards for online education material.
- Conducted user interviews with C-level Executives to determine learning objectives.

## MY APPROACH

#### I research:

- In the office, remotely, or in the field
- By performing competitive analysis
- By conducting in-person interviews
- By running evaluative usability testing
- Just enough to test a hypothesis

#### I prototype, using:

- Static comps via Invision App
- Paper prototypes
- Keynote or Principle for motion design
- Code a la Framer.js or raw HTML/JS

#### I design, using:

- Sketch, Whiteboards and Paper

#### I enjoy leading:

- Hands-on workshops & Design Sprints
- Collaborative design sessions
- Internal culture initiatives

*I love what I do, so you'll often find me out in the community. I run a large UI/UX meetup group, speak at events and post to Medium.com (when I am able). As a father and husband, I value balance and time with my family – with many moments spent outdoors here in sunny Colorado.*