

WHO AM I?

An accessibility designer with a passion for equity and justice through commitment to change and engagement with historically undervalued communities. My past work in UX, toy design, finance, and theatre give me a unique perspective to emotion and craft.

I enjoy unraveling the complex problems that no one wants to tackle but everyone wants solved.





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EXPERIENCE

SENIOR ACCESSIBILITY LEAD Splunk

May 2021 - present

- Innovate on new design system by building ally documentation as a first-class citizen in conjunction with front-end engineers and architects
- Collaborate with product management and compliance teams across product suite to ensure ally practices are integrated into products
- Establish web accessibility education and tools for design organization
- Contribute to ally community by speaking at conferences & meetups

Accessibility and Inclusive Design Lead February 2020 - April 2021 Splunk

- Educated leadership and individual contributors on how to build a11y best practices into Splunk's product development life cycle
- Remediated a11y concerns within product suite via audits, working on JIRA tickets with eng, and engaging with public sector customers

UX Designer

June 2018 - January 2020

Splunk

- Owned end-to-end design for multiple workflows within Splunk Investigate, a cloud-based product for software developers
- Engaged in public speaking opportunities as a DEI and ERG leader

PRODUCT DESIGNER Sysdia

June 2016 - June 2018

- First full-time designer in charge of creating all new UX/UI for features
- Lead designer and researcher for application redesign, including UI component analysis, persona creation, and framework ideation
- Successfully pitched for engineering resources to create company's first design system and collaborated with front-end to deliver it

EDUCATION

Stanford University

Sep 2010 - Jun 2014

B.S. Engineering, Product Design Minor, Theatre & Performance Studies

General Assembly, San Francisco

Certification; HTML, CSS, and Responsive Web Certification; Visual Design Nov 2015 - Feb 2016 Jun - Jul 2015

SKILLSET

Design Process

Design Thinking Process, pioneered by the Stanford d.school

Design Tools

Figma, HTML/CSS, Inspector

a11y Tools

Lighthouse, axe-pro, WAVE; familiarity with WCAG 2.0+