

Designer focused on transforming complex workflows into intuitive experiences

Summary

Senior Product Designer specializing in simplifying complex workflows across enterprise and consumer products. I translate user needs, business goals, and technical constraints into intuitive experiences that preserve required functionality and drive adoption.

Education

Eastern Washington University
Bachelors of Design in Visual Communication and Design
Certificate in User Experience Design

Skills

Design thinking
AI assisted workflows
HTML & CSS
Workshop facilitation
Information architecture
Prototyping
Journey mapping
User flows
User research & synthesis

Experience

Bitwarden / Senior product designer / *Apr 2025 - Present*

Translated Bitwarden's complex security requirements for enterprise and consumer business into intuitive experiences that directly resulted in business growth.

- Reimagined a fragmented onboarding experience into a guided activation journey, helping new users navigate unique security concepts and reducing onboarding related support tickets?
- Simplified complex enterprise ownership workflows by partnering across Product, Engineering, Sales, and Customer Success to launch a centralized ownership model that gave administrators full control of their environments
- Collaborated with Engineering to develop AI tooling that freed designers from repetitive work so they could focus on higher-value problem solving
- Reduced cross-product complexity by evolving the design system into a scalable foundation that improved consistency across web, desktop, and browser extensions.

Bitwarden / Product designer / *Dec 2021 - Apr 2025*

Designed enterprise experiences that supported Bitwarden's growth to \$100M ARR.

- Simplified complex access and governance workflows for enterprise administrators, enabling Bitwarden's expansion into compliance-focused markets, including FedRAMP.
- Designed end-to-end experiences across web, mobile, desktop, and browser extensions, helping users seamlessly navigate Bitwarden regardless of platform.

Krames (WebMD) / Contract UX/UI designer / *Apr 2021 - Dec 2021*

Translated complex healthcare journeys into intuitive experiences by improving usability and increasing engagement with care-management tools.

Houdini Interactive / Contract UX/UI designer / *Apr 2020 - Dec 2021*

Transformed emerging augmented reality interactions into intuitive gameplay experiences through rapid prototyping, user research, and iterative refinement.

Limelyte Technology Group / Product designer / *Aug 2020 - Dec 2021*

Unified fragmented digital experiences by establishing UX guidelines and leading a website redesign that improved consistency across customer touchpoints.