

I've spent more than 10 years making complex information easier to understand and use, and building systems the teams behind them can maintain. My work covers UX, interaction design, accessibility, and visual systems, with a focus on solutions that work for people, scale across teams, and hold up through implementation.

Experience

Web & Graphic Designer | UX & Digital Systems Stanford Graduate School of Business

2021 – Present · Sole designer on a 2-person web team in the Visual Design Group (3 designers), Teaching and Learning Hub.

- Led UX and systems strategy for 50+ faculty websites on Google Sites, with a reusable framework that lets faculty and staff maintain content and cut update requests from several a week to a few a month.
- Designed reusable interface patterns and workflows, working within technical constraints to improve consistency, QA, and ongoing maintenance across the system.
- Partnered with faculty, leadership, and technical teams to make complex academic content clear and accessible online.
- Led accessibility improvements for content viewed by 20,000+ users annually, improving compliance and usability.

Design Lead (Contract) Palo Alto Junior Museum & Zoo

2022 – 2023 · Embedded with museum educators and exhibit staff, directing an outside illustrator.

- Designed interactive exhibit experiences that translated scientific concepts into engaging and accessible visitor interactions.
- Developed exhibit branding and visual guidelines that strengthened consistency across physical and digital experiences.
- Applied educator and visitor feedback to refine exhibit interactions for a wide range of ages and abilities.

Visual Designer | UX & Interaction Design California Academy of Sciences

2015 – 2021 · Lead designer on *bioGraphic's* 5-person core team. One of 7 designers in the 9-person Creative Studio.

- Led information architecture, interaction design, and visual systems for *bioGraphic*, creating a modular publishing system that scaled to 600+ stories and 1M+ annual readers by 2026.
- Designed the Digital Animal ID system for Venom, later adopted as the standard for every animal ID in the museum.
- Worked directly with subject-matter experts and engineers to move complex scientific experiences from concept through implementation.
- Designed and tested interactive experiences, applying insights from 50+ user sessions to improve clarity, usability, and accessibility.

Skills

Interaction Design
Design Systems
Information Architecture
User Research & Usability Testing
Accessibility / WCAG
Information Design
Figma
HTML / CSS
Adobe Creative Suite
Visual Communication
GenAI & Emerging Technology
Cross-Functional Collaboration

Education

University of Washington
BFA, Visual Communication Design
Rome Design Program

Selected Projects

- ***bioGraphic***
Scalable UX and publishing system with 1M+ annual readers
- **California Dinosaur Garden**
Accessible interactive exhibit with user-informed design
- **Stanford GSB Faculty System**
Reusable UX framework supporting 50+ websites