

/ Experience

Penske Transportation Solutions

UX Designer Jul '24 – Current

I craft the design direction, interaction design, and Figma prototypes for Supply Chain Insight and Used Trucks, acting as the sole designer for Penske's fastest-growing business. I lead company-wide design system initiatives (tokenization, adoption, education) and advise on mobile software's multi-platform transition to native design systems (M3 Expressive, Liquid Glass). I advise design and developer leadership on strategic tool decisions (e.g., Figma Dev Mode implementation, AI, MCP, design system standardization) and represented Penske at Config.

?What If!

Foundation Design Inventor Jul '22 – Aug '24

Partnered with key client stakeholders to push clients' internal creative problem-solving beyond initial ideation. Designed artifacts ranging from fully designed Figma prototypes, client alignment and brainstorming materials, presentation decks that visualized product ideas, and production quality, print-ready collateral. Presented projects to client executives and project leads.

SCADpro Collaboration

Team Lead — SCADpro × Google Fall 2021

Led cross-functional team of designers through a SCADpro Collaboration course. Worked under the guidance of Google to research, develop, prototype, and test user-centered design solutions focusing on how underrepresented groups manage their money.

Apple Retail

Genius	Sep '17 – Aug '19	Technical Specialist	Jun '16
Lead and Learn	Jun '18 – Jul '18	Visuals Captain	Nov '14
Technical Expert	Apr '17	Specialist	Aug '14

/ Education

SCAD

BFA — UX Design Aug '19 – Jun '22

Majored in UX Design at the Savannah College of Art and Design with a minor in Graphic Design. Focused on visual, product, and interaction design skills.

Dean's List Fall 2019 — Spring 2022 (All Quarters)

/ Awards

5 Gold, 27 Silver, and 7 Bronze	Indigo Design Awards
Bronze, Honorable Mention	IDA Awards
Rank A (Top 10%), Finalist (Top 10)	The Rookies