

## SUMMARY

User Experience (UX) Designer with a proven track record of driving clarity and alignment on complex, enterprise-level digital products. Skilled at planning and executing research studies that inform UX decisions and guide development priorities. Adept at working in agile environments, collaborating on cross-functional teams, and communicating research findings to a diverse audience. Trusted collaborator in building and maintaining design systems. Strong background in Human-Computer Interaction and extensive experience with Figma.

## EDUCATION

**University of Maryland**, College Park, MD | M.S. in Human-Computer Interaction

**Skidmore College**, Saratoga Springs, NY | B.A in Anthropology, minor in Education

## RELEVANT SKILLS

- |                            |                          |                         |                      |
|----------------------------|--------------------------|-------------------------|----------------------|
| · Confluence               | · Jira                   | · Human-centered design | · WAVE accessibility |
| · Agile project management | · Scrum & Kanban methods | · User research         | · UAT                |
| · Figma                    | · KPI development        | · Usability testing     | · A/B testing        |

## EXPERIENCE

**Library of Congress**, Washington DC (remote)

**Feb. 2024 - June 2025 (layoff)**

*User Experience Designer*

- Led UX design and research on a cross-functional Agile scrum team dedicated to building the electronic deposit uploader for the Enterprise Copyright System (ECS).
- Produced prototypes, wireframes, and user flows detailing the multi-step copyright registration process.
- Partnered with the Associate Register of Copyrights to plan and execute a multi-month pilot initiative to solicit feedback from 50 external stakeholders on the new Enterprise Copyright System.
- Transformed feedback into 10 actionable interface improvements that enhanced applicant experience, addressed unmet applicant needs, and increased engagement.
- Led weekly UX grooming meetings with 15 cross-functional stakeholders to define application behavior, capture changing business requirements, and identify UX issues essential to the success of our product.
- Led all design of a bespoke tool for rendering electronic copyright deposits, partnering closely with developers to support seamless viewing across 25+ file formats.
- Identified gaps in the copyright design system and created a new component that was adopted by 5 workstreams.

**University of Maryland Libraries**, College Park, MD

**Aug. 2023 - Dec. 2023**

*Digital Programs Specialist*

- Contacted peer institutions conducting similar A/V accessibility projects and produced reports highlighting their challenges, workflows, technical requirements, and preliminary results.

*Graduate Assistant-Digital Programs and Initiatives*

**Sept. 2021 - July 2023**

- Performed rigorous acceptance testing, reported errors or feature requests, and assisted Digital Programs and Initiatives (DPI) staff throughout product life cycle.
- Evaluated platform interfaces to ensure they aligned with current best practices in accessibility, usability, and human-centered design. Documented issues, bugs, or platform improvements and weighed developer time against user needs.

**Library of Congress**, Washington, DC

**May 2022 - July 2022**

*User Research Junior Fellow - IT Design and Development Directorate*

- Developed an interview protocol, facilitated interviews with 12 external stakeholders, and created a user journey map to outline findings and opportunities associated with the digital file submission process.
- Presented research findings during the Digital Library Services personnel meeting, as well as to the larger Library of Congress audience through a lightning talk and QA panel session.

*Kindergarten Teacher*

- Managed a kindergarten class of 10 students and served as the lead English language instructor for the classroom.
- Partnered with co-teacher to deliver lessons focused on language fluency, literacy, and the development of fine motor skills.