

## Experience

### Turnitin

Senior UX Designer August 2023 - Present

UX Designer July 2021 - July 2023

- Leading design for grading & feedback work track for Turnitin products.
- Plan and execute a variety of user research and data collection methods to define, shape, and validate workflows, features, and user-facing communications to solve real problems.
- Understand Turnitin's user and business needs and how to prioritize design work based on insights gained from qualitative and quantitative research.
- Create simple-to-complex prototypes that cover numerous interactions and scenarios.
- Create low-fidelity designs to efficiently communicate ideas, e.g. workflow maps, low-fi sketches, and wireframes.
- Deliver full lifecycle of designs that support the implementation and release process, e.g. high-fidelity visual design specs, motion prototypes, accessibility, or edge case documentation.
- Conduct usability research and other forms of data collection to drive iteration and ensure best-in-class usability. Define accessible, inclusive, and highly usable interactions without sacrificing aesthetics.
- Collaborate closely with other parts of the organization to balance design ideas with technical possibilities. Provide visual QA for implemented designs to ensure designs are built to spec.
- Contribute to the evolution of Turnitin's design system and interaction pattern library by to and regularly improving our core stylistic guidelines, components and interaction models.
- Efficiently document and communicate designs in formats that are easy to understand and effective in driving the project's next steps.

### Consumer51

UX/UI Designer August 2017 - July 2021

- Conduct user research sessions using user interviews, focus groups, surveys, analytics, online experiments, etc to identify the user needs and pain points to communicate them to the stakeholders.
- Synthesize data from UX research using such as affinity maps, storyboards, user flow diagrams, sitemaps, wireframes, etc.
- Design interactive prototypes and UI deliverables, ranging from low fidelity to high fidelity wireframes (both mobile and web).
- Design, conduct, and analyze usability tests. Produce style guides and web/interaction specification documents for the developers.
- Create interactive web and mobile interfaces using HTML, CSS, WordPress, and other web development technologies.

### ITS-Enterprise Information Systems, Mississippi State University

Graduate Service Assistant - Web Designer May 2016 - May 2017

- Our team was responsible for developing and maintaining 200+ websites for Mississippi State University.
- Utilized HTML, CSS, JS, JQuery, Bootstrap, Photoshop, PHP, SQL for the purpose of carrying out my duties as web designer.

## Education

### Mississippi State University

Master's in Computer Science

May 2017

GPA: **4.0/4.0**

### SRM University

Bachelor's in Computer Science

May 2015

GPA: **3.93/4.0**

## Skills

User Research	Interactive Prototyping
Persona Creation	Usability Testing
Story Boarding	A/B Testing
Information Architecture	Heuristic Evaluation
User Flows/Site Maps	Design Systems
Sketching/Wireframing	Motion Design

## Design Tools

Figma	Principle
Balsamiq	Flinto
Sketch	Photoshop
Adobe Experience XD	Illustrator
Invision	InDesign
Framer	After Effects

## Programming Knowledge

HTML  
CSS  
Javascript  
jQuery  
Bootstrap  
Wordpress

## Accomplishments

### Fincast Financial Tracking Application

Won Best App UI Award - GDUSA

### NM Higher Education Website

Won 4 Awards (Gold & Silver) - Communicators