



Senior / Principal Product Designer | AI-Integrated Workflows, Design Systems, Complex Enterprise Systems

Product Designer with extensive experience owning end-to-end design across complex digital products, from discovery and wireframes through prototyping, design system ownership, and developer handoff. Expert Figma practitioner with deep design systems experience and a track record of building scalable pattern libraries as the sole design authority on large product surfaces. Strong command of responsive and mobile-first design, form optimization, and error recovery flows. Integrates AI tools into daily design practice for rapid exploration, research synthesis, and documentation. Brings a hands-on, editorially sharp approach and clear cross-functional communication skills to fast-moving product environments.

CORE SKILLS

UX & Interaction

End-to-end UX design
Responsive / mobile-first design
Interaction design
Accessibility & usability testing
Information architecture

UX Flows & Patterns

Complex workflow design
Form optimization & error recovery
Navigation design
Landing pages
Responsive layouts
Personalization interfaces
Data visualization

Design Systems

Figma components
Variables, auto-layout & tokenization
Shared libraries
Design-to-dev handoff
Pattern libraries
Sole design authority experience

Research & Validation

User research
A/B testing
Customer feedback synthesis

AI in Design

AI-native workflows
Generative ideation tools
LLM-assisted design iteration
Research synthesis and documentation

Collaboration

Cross-functional partnership
(product, engineering, marketing,
regional partners)
Stakeholder communication
Agile product development
Design critique

Tools

Figma (expert)
Claude Code
Figma Make
Sketch
Adobe Creative Suite
Jira & Confluence

EXPERIENCE

Freelance User Experience Designer | IStop Install

2025 - Present (Remote)

- Designed high-fidelity Figma mockups for the Scheduler product and a new responsive marketing website, owning the full workflow from brief through developer handoff.
- Created a scalable SVG icon library to support consistent UI across product and web experiences.
- Collaborated directly with stakeholders to translate requirements into clear, user-centered design solutions.

Principal User Experience Designer | Oracle

Official title: Principal Product Manager

2009 - 2025 (Remote)

- Led principal-level UX design for enterprise talent platforms serving global organizations and millions of end users, owning complex workstreams end to end.
- Redesigned a core multi-page application flow into a streamlined, single-flow experience with persistent progress indicators, reducing navigation friction and the form abandonment customers reported. The redesigned flow passed Oracle's accessibility review.
- Designed a guided error-resolution system for high-complexity multi-section forms, enabling users to efficiently identify and correct validation issues and complete submissions successfully.
- Built trust-building UX patterns for AI-driven scoring and matching interfaces, translating ML outputs into transparent fit ratings with plain-language summaries.
- Served as the sole designer and design system authority for the Candidate Experience product, building and maintaining a comprehensive Figma pattern library whose standards were adopted across engineering teams.
- Played a key role in the org-wide transition to the Redwood design system, designing recruiter and administrator experiences with its components and supporting design-to-engineering handoff.
- Co-defined the Asset Library concept with Product and designed AI Assist tools for administrators, including AI-drafted page copy and tag-based image components, all shipped.
- Partnered with product, engineering, creative, and executive stakeholders to align on UX strategy across competing priorities in a global organization.

Senior User Experience Designer | Taleo (acquired by Oracle)

Official title: Senior Product Manager

2010 - 2012 (Remote)

- Owned end-to-end UX design for a SaaS learning management system, shaping workflows, interaction patterns, and visual design.
- Redesigned critical user flows to improve efficiency and drive stronger enterprise adoption.
- Partnered closely with product management to define requirements and prioritize features based on user feedback and business needs.
- Conducted user research sessions to validate concepts and inform iterative design decisions.

Director, User Experience | Learn (acquired by Taleo)

2009 - 2010 (Remote)

- Assessed and redesigned core LMS workflows to improve usability and adoption through hands-on design and direct customer usability testing.
- Built interactive front-end prototypes to communicate design intent and accelerate development cycles.



User Experience Manager | Mzinga

2007 - 2009 (Burlington, MA)

- Led UX direction within Product Management for a social and community-based platform.
- Owned end-to-end experience design, including interaction models, journey maps, and scalable patterns.
- Bridged design and development through interactive prototyping and cohesive visual systems.

Senior User Interface Designer | WebEx Cisco

2004 - 2007 (Burlington, MA)

- Led UI design for a cloud-based collaboration suite, establishing a UI style guide and component pattern library.
- Mentored junior designers and contributed to award-winning products recognized by PC Magazine and InfoWorld for UI excellence.

ADDITIONAL EXPERIENCE

Earlier roles include UI and UX design at Clinician Support Technology (healthcare software), toysmart.com (DTC ecommerce), Expound Inc. (customer support software / NLP), and New Vantage (agency).

EDUCATION

Boston University | Boston, MA

Masters Certificate in C/C++ Programming and Windows Development

Framingham State University | Framingham, MA

Bachelor of Arts, Communication Arts

Concentrations: Mediated Graphics Design and Photography

Minor: Art