

Experience

UX/UI Designer at Voicebox

May 2025 - Present | 1 year | Full-time, Remote

- Served as sole designer for a Mark Cuban-backed enterprise voice platform, owning brand identity, marketing, and core product UX across a 13-month engagement.
- Redesigned key product surfaces including the embeddable recorder, Actions UI, and enterprise onboarding flow, delivering high-fidelity Figma files with full edge case coverage across all initiatives.
- Designed end-to-end enterprise-readiness overhaul covering org permissions, plans, and billing UX, directly supporting pilots with GOA International Airport, Snowflake, and Numeros Motors.
- Shifted to direct codebase ownership in the final four months, pushing design system adjustments and UI fixes via Cursor PRs to production, eliminating handoff ambiguity entirely.
- Co-authored a living design.md reference with the Head of Engineering, guiding developers and AI coding agents on layout patterns and style conventions.

UX/UI Designer at Kyruus Health

Jun 2023 - Nov 2024 | 1.5 years | Full-time, Remote

- Analyzed 60+ accessibility tickets from a recent audit over 3 months, delivering key UX/UI improvements such as entirely new user flows and components, alongside incremental updates like color contrast adjustments, alt-text revisions and layout optimizations across the entire product.
- Participated in the creation of the company's first comprehensive design system, including typography and color schemes. Developed the system through research on industry best practices and collaboration with developers, ensuring alignment with technical and timeline constraints.
- Spearheaded the migration of two product design systems from Sketch to Figma, developing new components in accordance with developer guidelines.
- Designed a client-facing web app for product documentation, enhancing legacy components and implementing new layouts that significantly improved accessibility and user experience. The app was successfully launched and is currently in use.
- Created marketing assets including logos, presentations, and illustrations, contributing to company branding and outreach efforts.

UX/UI Designer at Orderio

Sep 2022 - May 2023 | 9 months | Part-Time, Remote

- Led foundational user research that shaped the app's core functionality and feature set.

- Interviewed potential users to validate or challenge initial hypotheses, which led to the creation of a user persona and a clearer understanding of the target audience. Utilized this data to conceptualize user flows and information architectures that aligned with user needs.
- Developed a comprehensive design system from scratch, delivering a high-fidelity prototype consisting of 75+ screens. Collaborated closely with developers to ensure the design met technical specifications and timelines.

Visual Designer, Marketing at Starta VC

Mar 2021 - Mar 2022 | 1 year | Full-time, New York City

- Defined the brand identity and visual communication standards for the parent company and three sub-brands, ensuring consistent and impactful branding across all platforms.
- Designed 50+ marketing assets, including social media posts, websites, and stationary materials. Additionally, authored copy for 20+ email newsletters, event descriptions, and press releases, driving engagement and increasing brand visibility.
- Organically increased LinkedIn followers by 230% and Instagram followers by 45%, significantly boosting the company's social media presence and audience reach.
- Provided branding, pitch deck, and website design consultation for over 12 international early-stage startups, helping them establish strong visual identities and improve investor presentations.

Education

New Jersey Institute of Technology

Sep 2020 - May 2021

Completed coursework: Intro to Writing for Research, Intro to Academic Writing, Foundation of Mathematics, Calculus 1

Google UX Design Professional Certificate

Jan, 2023

Skills

Design Systems
 Typography & Color
 HTML/CSS/JavaScript
 Human Computer Interaction
 Product Design
 Interaction Design
 Accessibility
 Prototyping
 Information Architecture
 User Research & Testing
 User Flows & Personas
 Agile

Tools

Figma
 Storybook
 Webflow
 Framer
 Jira
 Maze
 Adobe Illustrator
 Adobe Photoshop
 Adobe InDesign