

UX Designer | Human Factors & HMI Specialist

I'm a human-centered designer who specializes in how people interact with complex technical and physical systems. My experience includes human-machine interface (HMI) design for robotic systems, user research, prototyping, and cross-functional collaboration, with a focus on translating complex workflows and system data into intuitive, effective experiences. I hold a Master of Design (MDes) in Interaction Design from ArtCenter College of Design, where I studied and researched design for emerging technologies and high-stakes environments.

Work Experience & Projects

- **Web Designer / Brand Designer**

August 2025 - April 2026

[Spacedock \(Remote\)](#)

A space infrastructure company advancing orbital capabilities through hosted payload integration and autonomous docking.

- Collaborated cross-functionally with engineering and leadership teams to define website and design direction.
 - Led the end-to-end website redesign, by overseeing UX, accessibility, visual design, and implementation.
 - Translated complex aerospace technology into clear web experiences, marketing materials, pitch decks, and branded assets for business development.
 - Drove SEO strategy and achieved #1 Google ranking for branded terms and 26% increase in organic traffic.
 - Utilized content management system (CMS) tools to integrate designs and manage content.
 - Updated the website and implements improvements while adhering to accessibility standards.
- **UX/UI Designer**

September 2024 - March 2025

[Cybernetic Economic Intelligence Foundation \(Remote\)](#)

A company that empowers users to transform their everyday expenses into future income by leveraging their data.

- Created low-fidelity wireframes and high-fidelity prototypes to visualize concepts and user flows.
 - Strategically applied user engagement techniques, such as gamification, to improve interface usability and interaction design
 - Collaborated cross-functionally with internal teams to gather insights and refine designs, ensuring alignment with stakeholder goals and feedback.
- **UX/UI Designer**

March 2022 - February 2024

[OffWorld Inc. \(Pasadena, California\)](#)

A robotics company developing industrial robots and systems to do the heavy lifting on Earth and the Moon.

- Designed and implemented HMI interfaces for various robotic systems including multi-robot swarms and high-intensity microwave systems, prioritizing operator safety, situational awareness, and usability.
 - Established OffWorld's UX design process, ensuring consistent application of UX principles.
 - Conducted user research and usability testing with internal teams and stakeholders to identify human factors issues and refine interface designs
 - Organized and facilitated workshops to define user journeys, task flows, and personas, improving the overall operator experience
 - Developed and maintained a UI design library ensuring consistency across all robotic system interfaces
 - Created comprehensive user manuals, visual graphics, and a physical joystick controller to support operator onboarding and training
 - Presented robotic HMI concepts and systems to clients and stakeholders, translating complex technical concepts into clear, accessible design narratives
 - Produced and edited internal and external video content using Adobe Premiere Pro, including UI walkthroughs, training videos, and product demos.
 - Managed tasks and design feedback using JIRA and Confluence in an agile environment
- **Various UX Design Projects**

February 2021 - August 2021

[Designlab \(Remote\)](#)

An industry-leading program that connects students with experienced designers to help launch design careers.

- Visit my website to view more projects: [Across](#), [Crunchyroll](#), [CyberSpace](#), and [Miracle Skincare](#)
- **Earlier Experience**

June 2012 - April 2019

- Visit my [LinkedIn Profile](#) for additional work history.

Education

- ArtCenter College of Design**

Pasadena, California

Interaction Design, MDes (Master's)

September 2025 - August 2026
- Designlab**

Remote

UX Academy (Certification)

December 2020 - August 2021
- Concept Design Academy**

Pasadena, California

Foundation & Design Thinking

February 2014 - April 2014
- Art Institute of California**

North Hollywood, California

Media Arts & Animation, BS (Bachelor's)

August 2009 - December 2013

Skills

- UX & Human Factors**

- User Research
 - Usability Testing
 - Task Analysis
 - User Interviews
 - Journey Mapping
 - Wireframing
 - Prototyping
 - User Interface Design
 - Interaction Design
 - Information Architecture
 - HMI Design
 - Design Thinking & Strategy
 - Workshop Facilitation
 - Design Systems
- Core Competencies**

- Cross-Functional Collaboration
 - Technical Communication
 - Problem Solving
 - Attention to Detail
 - Stakeholder Engagement
 - Adaptability
 - Time Management
 - Design Management
- Creative & Visual**

- Visual & Brand Design
 - Illustration
 - Digital Painting
 - 2D & 3D Animation
 - Web Design
 - Video Editing
- Front-End Fundamentals**

- HTML
 - CSS
 - Javascript

- C#
 - p5.js
- Tools**

Design, Prototyping & Web
 - Figma (Figlam, Make, Slides)
 - Adobe Suite (Photoshop, Premiere, After Effects)
 - Miro
 - Zeplin
 - Wix
 - Framer

3D, Simulation & Visualization
 - Autodesk (Maya & 3dsMax)
 - Blender
 - Unity

Collaboration & Development
 - JIRA & Confluence
 - Google Workspace
 - Microsoft 365 & Office Suite
 - Slack
 - GitHub
 - Visual Studio Code