

EXPERIENCE

Bloomberg LP	New York, NY	2013 – Present
UX Team Lead		2015 – Present
Led user experience of the Bloomberg Terminal's collaboration, communication, and compliance products as well as web-based connectivity product. Grew team from 3 to 9 designers serving dozens of product stakeholders.		
Developed operational processes and tools for UX department.		
Designs include mailbox organization system based on data mining, video conferencing, and suggestions based on machine learning.		
Senior UX Designer		2013 – 2015
Updated mapping/geoviz platform. Conducted research with commodity traders and analysts and designed patterns and standards for visualizing geographic data in support of specific client use-cases.		
Developed department-wide change management processes to minimize client disruption and facilitate adoption of new interfaces.		
Carnegie Mellon University	Pittsburgh, PA	2011 – 2013
Director, Master of Human-Computer Interaction		2012 – 2013
Directed professional masters program with over 100 students. Taught courses including capstone project; mentored master's students; recruited and worked with industry sponsors; led the program's administrative team; oversaw program budget; and coordinated with faculty and other academic departments.		
Adjunct Faculty		2011
Taught graduate-level courses on think-aloud protocol and expert review.		
General Dynamics Viz	Pittsburgh, PA	2007 – 2012
Senior UX Designer		
Lead designer on DARPA project to integrate AI "Programming by Demonstration" into US Army collaborative command and control systems. Led studies at military installations in the US and Iraq.		
Lead designer for Army's "Next Generation" asynchronous collaboration system, including responsive design for desktop, web, mobile, vehicle, and wearable usage and a model for asynchronous, multi-user undo.		
Cognitive Tutor Research Programmer (Java)	Carnegie Mellon University	2006 – 2007
Lighting Designer & Stage Manager	International Opera Theater, Italy	2005
Technology Fellow	Amherst College	2004 – 2005

EDUCATION

MS, Human-Computer Interaction	Carnegie Mellon University	2006
BA, Computer Science and Theater & Dance	Amherst College	2004

PUBLICATIONS

"Learning By Demonstration for a Collaborative Planning Environment"	<i>AI Magazine</i> , 2012
"Learning By Demonstration to Support Military Planning and Decision Making"	<i>Innovation Applications of Artificial Intelligence (IAAI)</i> , 2009

SKILLS

Contextual Inquiry & Design, Discovery & Brainstorming Facilitation, Story-Boarding, Wireframing, Heuristic Evaluation, Think-Aloud Protocol, KLM (GOMS), Concept Mapping, Change Management