



## Senior / Principal Product Designer | Enterprise SaaS, Design Systems, and AI-Enabled UX

Product Designer with 20+ years of experience leading the design of complex enterprise SaaS platforms.

Proven track record modernizing legacy systems, defining scalable design patterns, and translating machine-learning outputs into clear, trustworthy user experiences. Deeply engineering-aligned, with extensive experience partnering with product and development teams to reduce friction, improve adoption, and deliver intuitive solutions at global scale.

### Core Skills

#### Product & UX Design

Product Strategy & UX Leadership  
Interaction Design & Information Architecture  
Complex Workflow Design  
Accessibility & Usability Testing  
Design Systems & Pattern Libraries

#### AI & Data-Driven UX

AI-Powered User Interfaces  
ML Explainability & User Feedback  
Form Optimization & Error Recovery  
Data Visualization

#### Collaboration & Execution

Cross-functional Leadership (Product, Engineering, Stakeholders)  
Agile Product Development  
Design-to-Engineering Handoff  
Technical Specifications

#### Design & Prototyping

Figma (Variables, Auto Layout, Prototyping)  
Jira & Confluence  
Rapid Prototyping & High-Fidelity Mockups  
Sketch & Adobe Creative Suite

### 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

### 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.
- 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 Product Manager (User Experience Design) | Oracle

2009 – 2025 (Remote)

- Led principal-level UX design for enterprise talent platforms used by global organizations, supporting millions of users across complex, multi-suite environments.
- Redesigned the core candidate application experience by consolidating fragmented workflows into a single, linear task flow with persistent progress indicators, significantly reducing navigation friction and abandonment.
- Designed a guided error-resolution workflow for high-complexity, multi-section forms, enabling users to efficiently identify and resolve validation issues and complete submissions successfully.
- Led zero-to-one UX design for AI-driven Job Fit scoring, translating machine-learning outputs into intuitive, actionable feedback that improved candidate confidence and application quality.
- Designed AI-enabled interfaces for Recruiters to see candidate engagement and automated matching, supporting data-informed decision-making at enterprise scale.
- Played a key role in transitioning legacy workflows into the Redwood design system, ensuring consistency, scalability, and improved design-to-engineering collaboration across product suites.
- Established and maintained a comprehensive design pattern library for Candidate Experience products, improving UI consistency and increasing engineering velocity.

#### Senior Product Manager (User Experience Design) | Taleo (acquired by Oracle)

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.
- Led hands-on UX design while collaborating directly with customers through usability testing and feedback sessions.
- Built interactive front-end prototypes to communicate design intent and accelerate development.

#### 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.



I believe **great user experiences** are simple, intuitive, relevant, and engaging. Functionality alone isn't enough—products must be designed so people can easily find value and **enjoy using them**.

My approach bridges strategy, design, and usability to create products that not only work but delight users.

### Senior User Interface Designer | WebEx Cisco

2004- 2007 (Burlington, MA)

- Led UI design for a cloud-based collaboration suite, defining workflows and interaction specifications.
- Established and maintained a UI style guide and pattern library.
- Mentored junior designers and supported usability testing and persona development.
- Contributed to award-winning products recognized by PC Magazine and InfoWorld for UI excellence.

### Additional Experience

Earlier experience includes UI and front-end roles at Clinician Support Technology, toysmart.com, Expound Inc., and New Vantage.