



Senior product designer with 7+ years of experience creating mobile app and web products in fintech and digital media publishing. Specialized in design systems, end-to-end product design, accessibility (WCAG), and data-driven design. Proven track record of cross-collaboration with product, engineering, and user research leaders to deliver scalable and high-impact experiences.

Experience

Jenius Bank

3yrs 9mon • Remote (NYC)

Principal Product Designer (VP UX/UI Designer)

Mar 2025–Mar 2026

- Led end-to-end product design for the bank’s complex and high-trust web experience serving 250K+ customers, defining product strategy, interaction patterns, and visual direction across authentication, account management, transactions, payments & transfers (4.8/5 NPS), profile/ settings, and support. Scaled external account linking from 0→38K+ accounts across 12K users
- Created, owned, and governed the Jenius Bank web design system in Figma (with design QA in Storybook) and contributed to the mobile app system, driving cross-platform consistency across iOS, Android, and web while ensuring WCAG 2.2 accessibility compliance
- Drove data-informed, customer-centric design decisions through partnership with User Research, Voice of Customer, and Data teams; balanced user needs with business goals and technical constraints (APIs, InfoSec, Legal & Risk/Compliance)
- Delivered high-fidelity prototypes and scalable interaction models in agile environments, accelerating alignment, reducing rework, and enabling efficient engineering handoff

Senior Product Designer (AVP UX/UI Designer)

Jul 2022–Mar 2025

- Led end-to-end design for Jenius Bank’s multi-year “Evolved (personal finance management app)” initiative, delivering financial wellness features that included external account aggregation, net worth tracking, credit score insights, subscription detection, cash flow forecasting, and enhanced transactions
- Partnered with Product and Engineering leadership to define and execute the Evolved Banking integration strategy across a multi-year roadmap
- Contributed to the MVP design system supporting iOS, Android, and responsive PFM web applications; designed core accounts and transactions experiences across mobile platforms

People Inc. (formerly Dotdash Meredith)

4yrs 2mon • New York, NY

Senior UX/UI Designer

Dec 2021–Jul 2022

- Led end-to-end product design for scalable, user-centered publishing platforms, delivering internal tools experiences used by 1.8K+ daily active users
- Partnered cross-functionally with Product, Engineering, Research, Editorial, QA, and stakeholders to define requirements, align priorities, and ship business & user-centered solutions
- Built and maintained brand guidelines and a scalable design system (typography, color, components, UX writing/content), driving consistency and improving product delivery efficiency
- Designed and executed mixed-method user research (stakeholder interviews, surveys, usability testing, card sorting) using UserTesting, PlaybookUX, and Optimal Workshop to validate concepts and inform iterative product improvements

UX/UI Designer

Mar 2020–Dec 2021

Assoc. UX Designer Aug 2018–Mar 2020

Product Design Intern Jun 2018–Aug 2018

Skills

Technical/Tools

- Figma + Figma Make, Sketch
- Claude, ChatGPT, Lovable
- HTML/CSS, Vibe Coding
- Adobe Creative Suite
- Adobe Premiere Pro, After Effects
- Google Suite, Microsoft Office
- JIRA, Slack, Confluence, Miro, Figjam
- UserTesting, UserZoom, Hotjar, Optimal Workshop, EnjoyHQ

Process/Strategy

- Mobile App Design (iOS, Android), Responsive Web Design
- Design Systems, Atomic Design, IxD, IA
- User Research, Design Documentation
- Wireframing, Prototyping (Low–High Fidelity)
- Agile Product Development
- Stakeholder & Cross-functional Collaboration
- User-centered Design, Iterative Design

Education

SUNY New Paltz • Bachelor of Fine Arts (BFA), Graphic Design, Summa Cum Laude