

Player-first Product Leader blending design intuition with strategic product execution

## WORK EXPERIENCE

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**Digital Product Manager** Activision (Santa Monica, CA) Jan 2025 - present

- Led Verdansk Replay launch, delivering 1.8M+ achievement cards and 122K+ social mentions in 24 hrs
- Own product vision and delivery of SSO modernization and account security features across franchises
- Direct cross-functional execution on compliance and account management initiatives across legal, UX, and engineering across gaming and web touchpoints

**Senior UX / UI Designer** Activision, Demonware (Santa Monica, CA) June 2021 - Dec 2025

- Designed and delivered Call of Duty Combat Record experiences (MWII/MWIII/Black Ops 6)
- Led UX design with cross-functional teams to build an internal experimentation platform
- Created interactive Recruit a Friend web experience for Warzone

**UX / Visual Designer** Talaera (NY City, New York) Jan 2021 - June 2021

- Created visually engaging web and dashboard interfaces, driving a 10.45% increase in user time on page
- Produced custom motion graphics in After Effects to highlight platform features.

**QA (Quality Assurance) Specialist** Foundry (London, England) May 2013 - March 2017

- Wrote and executed manual test plans of over 45 test cases
- Documented human centric workflows between Flix and Adobe Photoshop

**Footwear Designer** ACI International (Los Angeles, CA) Nov 2005 - June 2012

- Designed & produced licensed, and private label footwear for Target, Payless, Kmart, and Walmart
- Oversaw design teams & development in 2 overseas offices
- Developed interactive product prototypes using Adobe Photoshop, After Effects, and Actionscript

## EDUCATION

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**Bachelor of Science, Interaction Design** Santa Monica College (Santa Monica, CA) June 2022

- Graphic Design Associates Degree, 4.0 GPA

## ACADEMIC PROJECTS

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**Spex** Santa Monica College, Santa Monica, CA Spring 2021

- Created physical and digital 3D prototype using Fusion 360 for an educational AR spectacle
- Designed spatial interface concept and visualization with Figma, Maya, and After Effects

## AWARDS & CERTIFICATIONS

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**Design Challenge Winner** | [Worldusabilityday.org](http://Worldusabilityday.org) • TAB Teachers Assistant Bot Concept Sept 2020 - Nov 2020

**Interaction Design Foundation (IDF) Certifications** Nov 2019 - April 2020

- How to Design for Augmented and Virtual Reality
- Gamification – Creating Addictive User Experiences

## SKILLS

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Figma, Adobe Suite, AI Workflow Integration, Interactive Prototyping, Wireframing, Design Research, Storyboarding, HTML, CSS