

Experience**Summer**

Head of Product Design, Jan 2022 – May 2026

- Operated as a player/coach design lead, owning IC design work day-to-day while partnering with the SVP of Technology on roadmap coordination, stakeholder alignment, and cross-functional product direction.
- Co-led design of SummerOS, an AI-driven asset intelligence platform for short-term rental operators, owning requirements gathering, design direction, and product scope while partnering closely with a fellow designer on execution and design review.
- Owned end-to-end design of Summer's member booking app from 0 to 1, including wireframing and full design execution, working closely with an external dev shop to ship the product.
- Collaborated with agency on brand identity development, providing design direction and feedback, then oversaw rollout of the finalized brand system across products and marketing materials.
- Hired and managed Summer's first product designer, establishing the foundation for a dedicated design function within the company.
- Designed and deployed SummerOS's marketing site without engineering support, using Claude Code, Vercel, and GitHub.

Buoy Health

Senior Product Designer, Jun 2017 – Dec 2021

- Designed the official COVID-19 screening experience for Massachusetts and Virginia, triaging more than 1 million users at peak pandemic demand.
- Drove a major usability overhaul of Buoy Assistant, an AI symptom checker, improving task completion and accessibility (WCAG AA) for a clinically diverse user base.
- Designed an internal marketplace management tool supporting Buoy's care recommendation engine, enabling internal teams to curate and manage provider relationships at scale.
- Partnered with product managers to own UX research end-to-end, from test planning through synthesis, translating user behavior into actionable product and design decisions.

Casper

Senior Designer, Mar 2015 – Jun 2017

- Designed site and checkout optimizations to support Casper's international expansion and multi-product growth.
- Co-developed a component-based style guide with engineering, standardizing design and front-end code across a rapidly growing product org.
- Ran moderated usability testing sessions to validate redesigns and surface friction points, feeding findings directly back into the design iteration cycle.
- Collaborated closely with engineers on CSS implementation to close the gap between design intent and production output.

Group SJR

Graphic Designer, Jun 2011 – Jun 2014

Developed visual systems for content sites and collaborated with in-house editors to create infographics and digital assets.

Skills

Product management and stakeholder alignment · Cross-functional leadership · Hiring and team building · Design systems · Accessibility (WCAG AA/AAA) · User research and testing · Product strategy · Design ops · Agile and scrum

Tools

Design: Figma, Adobe Creative Suite

Prototyping and development: Claude Code, Cursor, v0, Lovable, Vercel, GitHub

User research and testing (guerrilla, moderated, unmoderated): UserTesting.com, Respondent

Documentation, specs, and process: Claude, ChatGPT

Knowledge

Wireframing · Prototyping · Interaction design · Mobile design · Web design · Information architecture · User story mapping · Usability testing · Customer interviews · Design critique and review · Cross-platform design · Logo design · Typography · Illustration · Print and packaging

Education

Rhode Island School of Design, BFA Graphic Design