

Principal Designer with 10+ years experience shipping enterprise and consumer products. Now focused on agentic and conversational AI products that understand user intent and deliver reliable results.

Tools

Figma
Claude/Claude Code
Miro
Adobe Creative Suite

Skills

AI prototyping
Systems Thinking
Design Systems

Education

Master of Industrial Design
Georgia Institute of Technology
2012 - 2015

BS Mechanical Engineering
Georgia Institute of Technology
2005 - 2010

Experience

Globality Inc. / Principal UX Designer / 2024 - Present

- Shipped Glo Autonomous Mode, the platform's flagship agentic feature, enabling autonomous negotiation with vendors.
- Designed foundational patterns across 5 AI interaction models, shipping 11 AI-native features.
- Led a UI redesign for a modern, AI-forward refresh resulting in a 161% increase in AI conversations in week one.

Globality Inc. / Staff UX Designer / 2021 - 2024

- Designed Ask Glo, the company's first conversational AI feature, establishing patterns that scaled from basic help requests at launch to purpose-built skills for analytics, project creation, and document generation.
- Established design system patterns (side panel, data visualization, list view behaviors, lateral navigation model) adopted platform-wide.

Avast / Product Design Manager / 2020 - 2021

- Led a 7-person design team across Oakland, Prague, and Slovakia, overseeing all Family Safety products.
- Partnered with product leadership to shift from carrier-specific feature development to a shared white-label product, allowing smaller teams to support more customers.

Avast / Senior Product Designer / 2019 - 2020

- Led design system adoption internally and for both of our largest customers, AT&T and Verizon, aligning stakeholders around a shared component library.
- Delivered a responsive mobile web redesign of a 10-year-old T-Mobile product in 3 months, driving 48,800 new signups.

Avast / Product Designer / 2018 - 2019

- iOS and Android design lead for AT&T family safety products. Responsible for customer alignment, user research, wireframes, documentation, and implementation support.

GE Digital / Interaction and Senior Interaction Designer / 2016 - 2018

- Led design thinking workshops globally to define opportunity areas, feature requirements, and product roadmaps for industrial enterprise clients.