



CURRENTLY STAFF ART DIRECTOR @ TWITTER. PASSIONATE ABOUT IMMERSIVE VIRTUAL COMMUNICATION EXPERIENCES –EMPOWERING PEOPLE TO BRING AND EXPRESS THEIR FULL AUTHENTIC SELVES. PREVIOUSLY, FOUNDING DESIGNER @ MACRO, ACQUIRED IN 2022.

👤 Awards

Awwwards, Honorable Mention
Awwwards, Winner
Awwwards, Website Feature

👤 Features

Lovers Magazine, Interview
Techcrunch, Twitter
Techcrunch, macro
Techcrunch, mmhmm
Producthunt, #1 Product of the Day

👤 Twitter

Staff Art Director, Product Designer

Worked under the Design Foundation team, that oversees all orgs and teams horizontally across Twitter; I was responsible for Art Directing creative, brand, marketing, and product decisions. Giving feedback daily via Figma, and collaborating with cross partners and senior staff to identify product opportunities within Twitter and the company. Some of the projects I was involved in included our new 2022 Twemoji set, Systems design, Sound design, our Illustration Design Language, and Visual Design creatives.

👤 Block::Block

Head of Design, Creative Director

A blockchain lab, shipping 0-1 products and creative campaigns. I led a team of creatives and developers building a responsive web platform with a CMS tool. Collaborating with artists, clients, and partners.

👤 mmhmm

Senior Product Designer

mmhmm is a macOS app that allows you to join meetings via any meeting client with stage presentation tools. Allowing you to customize the way you look and present in virtual meetings. I was acqui-hired during the acquisition of macro. While at mmhmm, I helped shape the infrastructure of the mmhmm suite of tools which would later be called OOO mmhmm web, and mmhmm studio.

👤 Macro

Design and Community Lead

Marlo, known later as Macro was a Zoom client that allowed you to join Zoom meetings via a custom MacOS app with next-gen features aimed at customization and self expression. I joined Macro as the first designer; responsible for the design and strategy of the product, finding product-market fit, marketing assets, campaigns, branding, creative direction, interaction design, sound design, visual design, and design systems.

👤 Left Field Labs

Designer

(Contract) A design agency, based in San Francisco. I worked on Google marketing, and Google Stadia projects and products focused on Visual, UI and UX design.

👤 Microsoft

Product Designer

(Contract) During my time, I shipped three 0-1 Artificial Intelligence, and Machine Learning products as designer 1 of 1.

👤 Eggs + Rice

Graphic Designer

A Google exclusive design agency based in Seattle. I worked on a variety of projects for the Google Cloud Marketing team. Projects ranged from website design, Google Material icon design, illustration design, internal team branding, presentation decks, 3d object design, print design, and designing presentations for Google's yearly Google Cloud Next conferences.