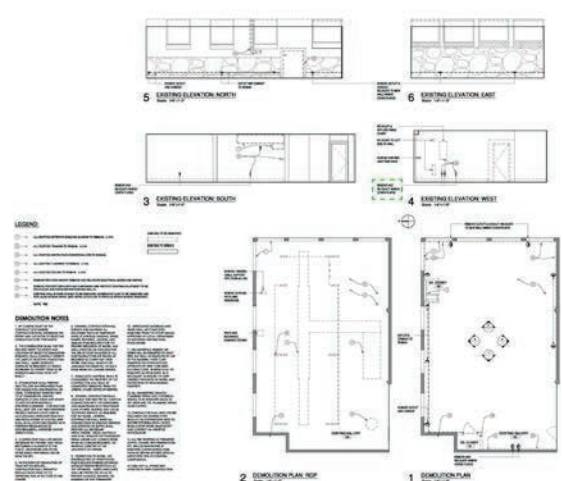
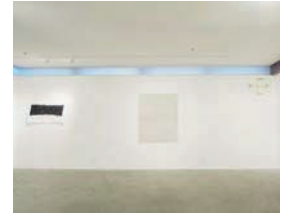
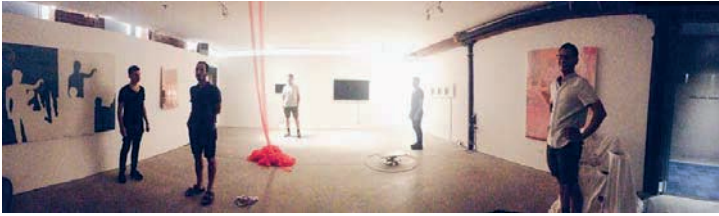
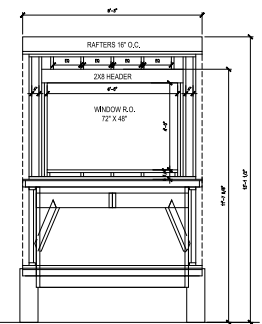
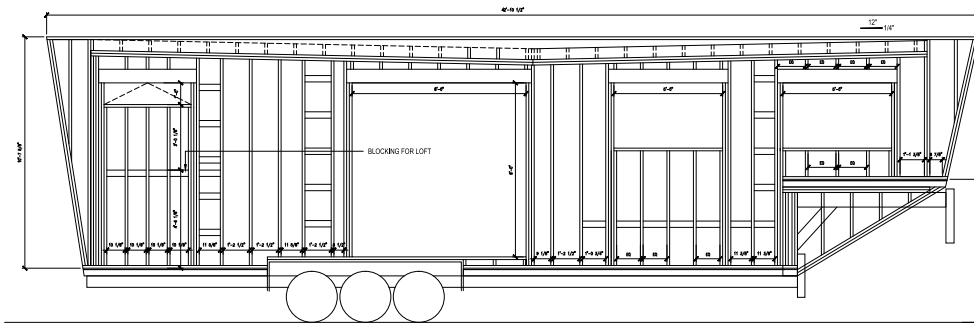


Work Sample

Gallery | Boston MA

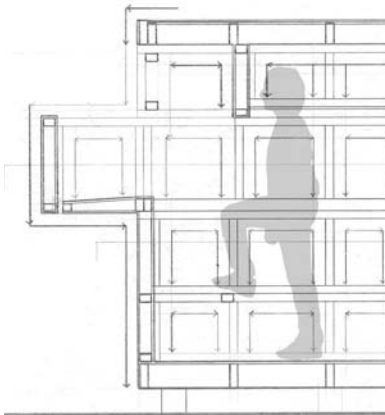


Tiny Homes | Nashville Tennessee

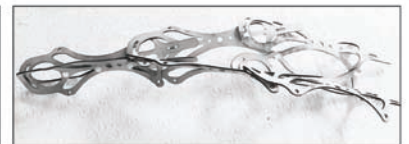


Work Sample

Construction | Buffalo NY

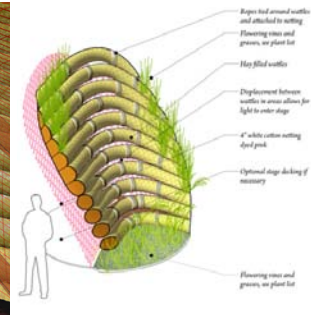


Scripting | Beijing China

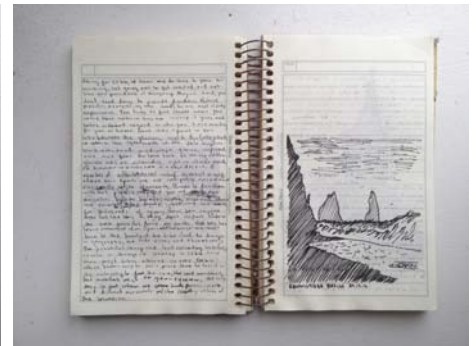
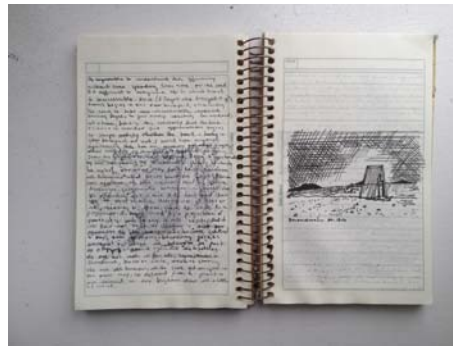


Work Sample

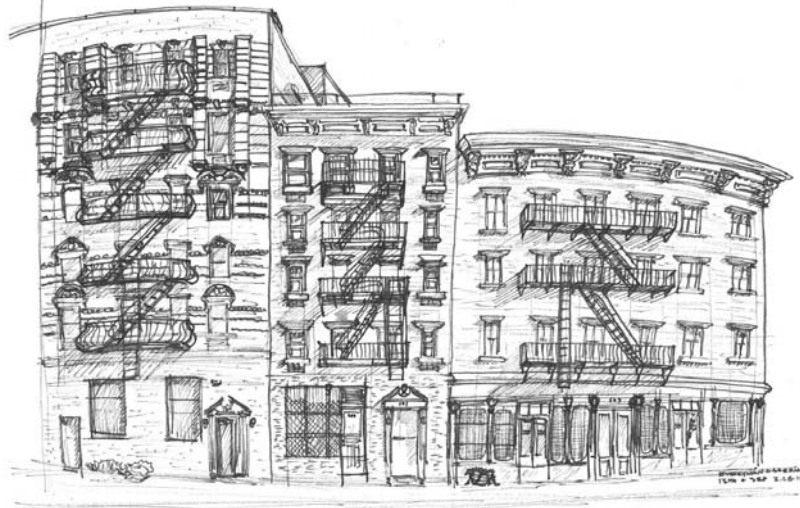
Pavilion | Lake Forest IL



Travels | Iceland



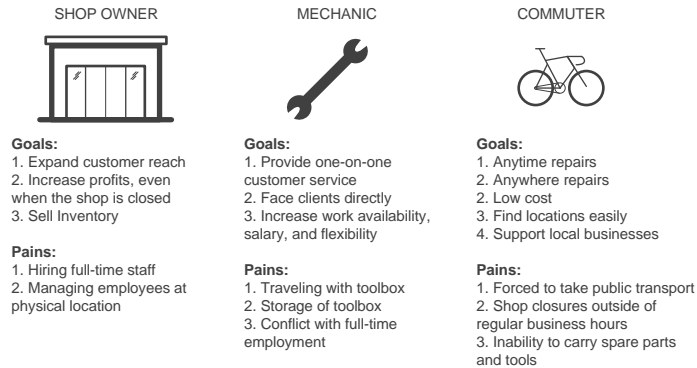
Sketches | New York



Work Sample

User Experience Design | RAVA | New York NY

Platform:	Mobile
Challenge:	A platform to connect brick-and-mortar retailers with 24/hr employees and users in search of a mechanic.
Role:	UX Design, User Research and Persona Building, Prototypes, Wireframes
Research:	<ol style="list-style-type: none">1. User needs for repairs2. Determine brick and mortar business reach potential and limitations3. Understand employer > employee (deliverer) > receiver (user) dynamic4. Learn popular "repair" service delivery platforms/apps/programs
Key Audience:	Understanding the target audience through user research



Wireframe: Structure, layout and content organization in sketch format to maximize user relationships, specifically commuter/mechanic search in example noted below.

Mid Fidelity Wireframe: UI document using Figma to create intended behaviours and functionality - planning out the content hierarchy and user experience.

