

Coinbase

Staff Product Designer / Interim Head of Design, Developer Platform
06 2024 → Present

Currently leading design for the Coinbase Developer Platform, serving as interim Head of Design while managing a small team of designers and researchers. Overseeing the evolution of tools and APIs that empower developers to build on-chain applications, ensuring a seamless experience across Coinbase's ecosystem. Collaborating closely with product, engineering, and business teams to define UX strategies that support both experienced developers and newcomers in Web3.

Staff Product Designer, Consumer
09 2022 → 06 2024

Previously led the design and launch of Coinbase Advanced on the Consumer Trading team, redefining the pro trading experience with enhanced analytics, improved order execution, and intuitive workflows for high-frequency traders. Worked across product, research, and engineering to introduce a more powerful yet accessible trading interface.

Meta (Reality Labs Division)

Product Designer, Input Explorations
09 2020 → 08 2022

Explored the future of human-computer interaction for AR and VR, designing input experiences that bridged hardware and software. Led cross-functional collaborations to prototype multi-modal input methods, influencing the next generation of immersive computing. Led the hardware UX for Meta Quest Pro and explored new hardware interaction models for privacy controls for Facebook Portal devices.

Sonos

Principal Designer
04 2019 → 08 2020

Owned the platform-wide redesign of the Sonos setup and onboarding experience, defining strategy, vision, and a scalable design system. Led a team of designers and partnered with engineering, marketing, and customer support to ensure a frictionless user journey across hardware and software.

Senior Product Designer, Hardware Experience
01 2016 → 04 2019

Designed and launched the user experience for Sonos One, Move, and Beam, integrating voice control, multi-room audio, and smart assistant interactions. Developed the visual and interaction design system for Sonos' hardware ecosystem, streamlining onboarding and everyday use.

AKQA

Senior Designer, Products + Services
09 2014 → 12 2015

Worked on Nike's digital ecosystem, including a complete redesign of NikeiD, in-store interactive retail experiences, and UX for Nike's NXT division. Defined service design and content strategies that bridged online and physical retail environments, enhancing customer engagement.

Wieden + Kennedy

Senior Designer + Prototyper
01 2013 → 04 2014

Led design and prototyping of Nike Live Design, a concept enabling users to customize sneakers in real time using motion tracking and projection mapping. Developed interactive digital experiences for top-tier brands, including TurboTax, Coca-Cola, and American Express.

Jawbone

Senior Visual Designer
12 2011 → 01 2013

Designed the UI and interaction model for the Jawbone UP fitness tracking app. Defined the product's visual language, data visualization system, and community features, ensuring seamless cross-platform experiences. Led the Android app's design efforts, optimizing for usability and engagement.

Contact

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Launched Products

Coinbase Advanced
Meta Quest Pro
Sonos One
Sonos Setup Platform
Nike Live Design
Jawbone UP

Full-stack Designer

Product Design
Design Systems
Hardware Prototyping
Software Prototyping
Motion Design