

## EXPERIENCE

### UX Design Immersive | General Assembly

February 2022 - present

A 3 month comprehensive UX Design course

### Designer & Founder | The Made & Found

2013 - 2020

Designed and launched a brand of sustainably made accessories and clothing. Responsible for product design, patternmaking, custom design, sample sewing, overseeing production, sales and marketing, photography, social media

Pop-up collaborations with Drake General Store, Brika/Hudson's Bay and West Elm

### Designer | Stacklab

2011 - 2012

Collaborated on the launch of a multi-disciplinary design studio. Worked with a team of designers to create the studio's first line of production furniture. Worked closely with clients on custom pieces. Responsible for furniture design, custom product design, production management, sourcing materials and suppliers, photography, brand identity, graphic design, web and social media.

## EDUCATION

UX Design Immersive | General Assembly

Furniture Design | Sheridan School of Craft & Design

## SKILLS

### UX Skills

Design Thinking, User Research, User Flows, Information Architecture  
Competitive & Comparative Analysis, Sketching,

### Other Skills

Furniture design and construction, woodworking, welding, textile design, pattern drafting, sewing, natural dyeing and printing

### Software

Figma, Illustrator, Photoshop, AutoCAD, Microsoft Word, Excel