



PROFESSIONAL PROFILE

Senior product designer with 15+ years shipping AI/ML tooling, consumer platforms, and connected devices. Work spans 0→1 platform builds, cross-org design systems, and high-complexity AI/ML domains, with a track record of bridging craft and technical depth to define products from the ground up.

RISD-educated; career spans Meta AI Infrastructure, Endless Computers, Samsung Electronics, and independent work for clients including Apple, Tonal, and Women Who Code.

NOTABLE ACHIEVEMENTS

- Designed and built Meta's AI/ML design system component library, establishing canonical artifact representations adopted across the AI Infra tooling ecosystem.
- Led an 8-person team of designers, illustrators, and story artists to ship Hack, an immersive coding education game for kids.
- Freelance UX for Tonal (at-home gym platform, shipping globally since 2018) and Aescape (world's first AI massage robot); core UX on both products still in production use.

PROFESSIONAL EXPERIENCE

Product Designer

Meta | AI Infrastructure / MSL October 2020 – May 2026 | California

Embedded member of Meta's AI Infrastructure Design org, focused on democratizing AI/ML workflows through more human-centric, accessible tooling. Led cross-org design initiatives spanning platform convergence, design systems, and platform quality.

- Model observability platform (0→1): Led end-to-end design of Hawkeye, Meta's ML Model Observability platform, from 0→1 to 3,200+ MAU. Platform became the critical path for model SEV investigation, helping root-cause 22+ SEVs with >\$20M aggregated revenue impact, reducing investigation time 70% (638 → 192 hrs), and preventing >\$90M in cumulative revenue loss.
- Config experience: Designed ConfigStore, a net-new inline config viewing, comparison, and editing experience for ML training jobs that consolidated a fragmented MLE/MLR workflow across multiple web surfaces and CLI into one cohesive surface. Adopted by four internal orgs; saved ~1.6K–3.2K engineering hours/year and ~38.9K–77.8K GPU-hours/year.
- AI Experiments platform convergence: Led cross-org convergence initiative migrating Meta's Ads org, one of the largest internal customer bases, to the core AI Infra experiments platform. Deprecated a major redundant tool and its codebase, reducing high-traffic user-flow fragmentation.
- AI/ML design system: Built the MLX Entities component library, establishing the canonical ML artifact system for AI/ML tooling at Meta. Fully deprecated prior fragmented representations across thousands of surfaces on a 20,000+ MAU platform.
- Design foundations initiative: Founded and led a design-driven platform quality program at Meta AI Infra, using agentic tools to enable designers to author and ship code-level UI fixes directly to production. The initiative shipped 400+ quality changes across the live tooling ecosystem since establishment in Q2 '26.

AREAS OF EXPERTISE

- AI/ML product systems
- AI tooling design
- UX/UI design
- Wireframing
- Human-Centered Design
- Product strategy
- Rapid/ Ai prototyping
- User empathy
- Eng team collab/ product implementation
- Graphic design
- Branding
- Design systems
- Qualitative & quantitative user research
- Collaboration & design mentorship
- Art direction
- Project management

EDUCATION

Rhode Island School of Design

BFA, Graphic Design
Providence, RI

Brooks College

AS, Graphic Design
Sunnyvale, CA



PROFESSIONAL EXPERIENCE, CONTINUED

Lead Product Designer | Creative Director

Endless Computers November 2015 – March 2020 | San Francisco, CA

Led product design and creative direction across all touchpoints, including OS/platform UX, app design, design systems, brand, and marketing. Closely collaborated with engineering on platform implementation; directed brand stewardship and marketing visuals.

Empowered operating system (OS) usability for non-traditional users: Led OS usability initiatives adapting GNOME Linux to Endless's distinct user base of first-time computer users, children, and families. Worked directly with the GNOME team to identify shared UX opportunities versus platform-specific tuning, informed by localization and field user research across four global markets.

Global market expansion: Contributed hardware interface design — button placement, iconography, localization, and physical UI — for a \$100 ARM computer brought to four underserved global markets (Guatemala, Mexico, Indonesia, and Kenya), part of a broader product effort that included an OEM partnership with Lenovo. Enabled education institutions, families, and nonprofits to access computing for the first time.

User Interface / UX Designer

Samsung Electronics November 2011 – April 2015 | San Francisco, CA

Member of Samsung's future-looking design lab, developing mobile and IoT product concepts in the 2.5–5 year horizon. Contributed across research, UX, visual ideation, wireframing, prototyping, and spec documentation.

- Contributed to 12+ end-to-end product concepts across mobile OS, wearables, IoT connected home systems, and editorial content platforms; several went on to inform Samsung's current product trajectory.
- Drove design lab initiatives that influenced the direction and quality of Samsung's user experience across product lines.

Senior Graphic Designer | UX Designer

Seamless Product Development June 2010 – October 2011 | Campbell, CA

Oversaw design for SaaS web applications, embedded products, STEM education tools, and medical devices. Managed brand development, design systems, and marketing collateral.

- Designed UX for medical device interfaces alongside SaaS and embedded products, an early formative experience designing for specialized, high-stakes professional workflows.
- Selected as core designer for Atoms, an educational toy compatible with Lego that teaches children interactive robotics and electronics design principles.

TECHNICAL SKILLS

- Sketch/ Figma
- Adobe Creative Suite
- Prototyping with AI/ LLMs
- HTML/ CSS
- AI native tools
- Agentic workflows
- AI model training & debugging

DESIGN CONTRIBUTIONS

Contributing Designer for Gnome OS

GNOME foundation
SF / Global

Keynote speaker on building accessible software products + talks on centered design principles, aimed at a technical/ SWE audiences.

Speaker, Agentic UX

Talk on agentic design Summit modalities and the role of visual sketching in AI-assisted product development workflows at Meta UX Summit.

VOLUNTEER & COMMUNITY

Collaborating artist/ builder

FIVE TON CRANE

San Francisco, Bay Area

Naga & the Captainess

Burning Man 2024 honoraria, and Golden Gate Park, San Francisco long-term installment

La Victrola

Burning Man 2024 honoraria, and Point San Pablo Harbor permanent installment