



I lead with curiosity and deliver with creativity. I am looking for new growth opportunities where I can lead with my values and interests to make a greater impact on users and my peers.

I am an indoor gardener, and a dog & bunny mom. Ennieagram Type 2, Myers Briggs ISFJ.

I am educated.

University of Minnesota, Twin Cities

BS in Graphic Design | May 2010

I have skills.

Software: Figma, Sketch, Miro, Adobe CS, Powerpoint, Keynote, InVision

Artistic interests: Embroidery, photography, letterpress printing, interior design

Soft skills: Communication, empathy, team building, collaboration, working with ambiguity

People like me.

Greg Bro | UX Design Manager of Last Mile

Former Senior Manager of UX at Target

gregory.a.bro@gmail.com

Lindsay Pierre | Sr Content Designer at Target

Lindsay.hutton.pierre@gmail.com

Brands I've worked with:

Target, Shipt, Best Buy, AmeriPride, Cargill, Caterpillar, Children's Hospitals of MN, Crystal Farms, Deloitte, Dole Foods, Lifetouch, Mattel, Maximus, Medtronic, Optum, UnitedHealth Group, Valspar.

I have experience.

Target | Senior Product Designer

Returns & Post Purchase

August 2017 - Present

I lead the design & strategy for returns and post purchase experiences on web & apps. Partnering with product, content, accessibility, design systems, store ops, research & engineering, I innovate new ways to improve the guest experience and drive impactful growth for the business. From DriveUp Returns, purchase history, and fixing an issue, it's my duty to meet the guest where they're at and help them help themselves. I design end to end experiences that start with discovery & research, and follow through to development & analytics. I've been a mentor for several up-and-coming designers, a champion advocate for accessibility, and a cultural leader for my team.

Spyder Trap | Senior Interactive Designer

December 2013 - August 2017

I lead the strategy, UX and UI for custom responsive websites and iOS applications at a mid-size online marketing agency. Regular collaboration with SEO specialists, front and back end engineers, and QA to produce the best possible product for our clients. Lead client meetings for design reviews and help manage expectations. Develop & implement process and procedure within the design department.

Vetta Zelo | Lead Designer

January 2012 - December 2013

Lead designer for all creative projects. Concept, IA, wireframe, and UX for web, mobile, print and interactive campaigns. Daily experience working in collaborations with developers as well as creating RFP decks, client presentations, and animated Power Points.