

SKILLS

Systems design; design infrastructure & foundations; interaction design; visual design; prototyping; accessibility; cross-functional leadership; mentoring & coaching; embedded/touch interfaces; B2B complex tools

EDUCATION

Parsons The New School for Design, 2013

BFA Communication Design

ADDITIONAL

Mentor @ ADPList, 2025

Design systems and navigating the workplace

EXPERIENCE

OPENTRONS

Open-source biotech robotics company — Remote & NYC

Design Manager, Oct '25 – current

- Leading product design for Opentrons' first monetized software offering, an AI-assisted protocol creation tool that is opening a new commercial product line for lab automation customers.
- Stabilized design operations during an executive leadership transition by clarifying priorities, maintaining delivery continuity, and taking on hands-on IC ownership of key initiatives alongside team leadership.
- Rebuilt design–engineering collaboration practices, introducing earlier technical alignment and an updated DQA process that cut design QA tickets by ~10%.
- Meeting weekly with the CEO and partnering with Design/PM leadership to translate company-level priorities into product roadmaps, influencing scope, sequencing, and design staffing.
- Enabled a shared prompt library for our LLM tools that improved design consistency and reduced prompting time.

Senior Product Designer II, Jan '24 – Oct '25

- Initiated and led Opentrons' first multi-platform design system across 4 products, embedding system work into active feature delivery with 5 PMs, 13 engineers, and 3 designers, despite no dedicated resourcing.
- Mentored 2 designers weekly on systems thinking and UX/UI, raising the team's ability to contribute autonomously to the design system and complex feature work.
- Upskilled designers in component creation, taking design team's contribution to design system from 0% to 100% and shifting the culture toward building shared patterns and standards.
- Drove an org-wide redesign to eliminate disabled-button patterns, running research, stakeholder alignment, and rollout of alternative interaction standards that brought introduction of disabled buttons to 0% in new features.

Senior Product Designer I, Aug '21 – Mar '23

- Led end-to-end design of Opentrons' first touchscreen interface, defining foundational patterns for touch, navigation and accessibility that other designers have built on over multiple releases.