

PROFILE

Driven product designer specializing in scalable design systems and bridging design and engineering to deliver user-centered solutions. Avid cyclist and snowboarder, inspired by outdoor adventures to build seamless, multi-platform systems that empower teams and enhance user experiences.

EDUCATION

School of Visual Arts
Bachelor of Fine Arts (B.F.A.)
2009-2013

SKILLS & TOOLS

Design Systems
User Experience Design
User Interaction Design
Typography

HTML/CSS/SCSS
Javascript / React

Figma
Prototyping
Usability Testing

LANGUAGES

English
Russian

EXPERIENCE

Staff Product Designer

SiriusXM

Remote / Denver, CO | Mar 2023 - Present

- Developed and launched Atlas, SiriusXM's design system component library adopted by 29 teams, with support for web, iOS, Android, and TV platforms.
- Led the ideation and launch of a custom Figma plugin, enabling users to insert live data into designs, significantly improving efficiency for both designers and content teams.
- Led design system office hours, offering guidance and resolving challenges to drive adoption and support for Atlas during its development and app launch.
- Partnered with engineering to deliver code-aligned components, ensuring consistency and seamless integration.
- Led comprehensive documentation initiatives to guarantee the longevity and usability of design systems across teams.

Staff Product Designer

Twitter

Remote / Denver, CO | Dec 2020 - Nov 2022

- Spearheaded the launch of Horizon, Twitter's design system component library, driving 140% growth in adoption across 99 teams and 4.5 million insertions annually.
- Helped develop a strategy to empower feature teams to own and maintain their respective Product Component Libraries, enabling faster workflows and more tailored support from the design systems team.
- Provided strategic guidance through weekly office hours and 1:1 sessions, onboarding designers and cross-functional teams to design systems.
- Implemented Twitter's new visual language across iOS, Android, and Web platforms, ensuring consistency for millions of daily active users.
- Introduced a headless documentation workflow, centralizing and improving discoverability and version control for design resources.
- Designed and developed bespoke Figma plugins, including linting tools and analytics features, enhancing the efficiency of design teams.
- Collaborated closely with engineering across platforms, fostering a culture of shared best practices and robust systems thinking.

Staff Product Designer

Hearst

New York, NY | Oct 2014 - Dec 2020

- Built the foundation for a unified design system, equipping teams with tools for custom theming, typography scaling, and accessible components.
- Led the transition from Sketch to Figma, conducting training sessions to ensure seamless adoption across design and engineering teams.
- Designed and scaled MediaOS, a content platform adopted by 23 brands, reducing significant production costs while boosting traffic to all brands.
- Launched Mylo, a secure SSO platform for managing user preferences and subscriptions, streamlining customer interactions.