

# Cara is a principal product designer

**Bill & Melinda Gates Foundation**  
Seattle, WA

**Principal UX Designer** (2017 - Present)

Recruited and currently managing a team of product designers. Standardized design processes and deliverables while fostering a team culture grounded in feedback and trust. Launched a new investment system which has increased efficiency and decreased effort needed to make, approve, and manage \$35 billion of investments. Lead the user experience design of all apps on our SaaS platform serving our offices in 7 countries on 4 continents.

**Varsity Tutors**  
Seattle, WA

**Senior UX Designer** (2016 - 2017)

Established the human centered design practice at an education technology startup that specializes in matching experts with students in a two-sided marketplace. Helped to create our design system, redesigned our supply-side experience using data and behavioral design. Redesigned our customer experience including the online classroom. Lead qualitative research while collaborating with data scientists. Facilitated teams for bi-monthly hackathons.

**Fell Swoop**  
Seattle, WA

**Senior UX Designer** (2014 - 2016)

Led iterative product design and innovation workshops for Fortune 100 companies, non-profits, and start-ups at a boutique UX design agency. Iterative design included sketches, flows, user stories, wireframes, and prototypes. Research included interviews, contextual inquiry, heuristic evaluations, and usability testing.

**Grameen Foundation**  
Kampala, Uganda

**Product Design Lead** (2013 - 2014)

Led interdisciplinary & international product design team of 8 people representing 5 countries in an innovation lab focused on using technology to alleviate poverty. Iterative design included wireframes, prototypes, user flows & service blueprints. Facilitated 13 innovation workshops and 2 design courses.

**MAYA Design**  
Pittsburgh, PA

**Interaction Designer II** (2012 - 2013)

Led interdisciplinary innovation projects at a human-centered design consultancy and technology research lab for Fortune 500 clients.

**Various Startups**  
Pittsburgh, PA

**Interaction Designer** (2008 - 2012)

Designed products for incubating and funded IoT (internet of things) and software start-ups founded by graduates of Carnegie Mellon University.

## DESIGN COMMUNITY

### Visible Hands VC

Advisor  
2021 - Present

### University of Washington, HCI+D

Advisor, Guest Lecturer  
2021 - Present

### On Deck

Design Fellow  
2021

### UX New Zealand Conference

Speaker and Workshop Instructor  
2019

### University of Washington, HCDE

Guest Lecturer, Design Systems  
2017 - Present

### Hexagon UX

Mentor  
2017 - Present

### UX Coffee Hours

Mentor  
2020 - Present

### School of Visual Concepts

Instructor, UX Research  
2017

### Puget Sound SIGCHI

Guest Speaker  
Tales (and Tools) of a Designer in East Africa  
2016

### Catapult Labs

Workshop Presenter: Traversing the Research  
Minefield  
2014

### Grameen Foundation

Presenter, Bankers Without Borders  
2014

### IXDA Uganda

Founder, Local Leader  
2013

## EDUCATION

### School of Visual Arts

Continued Ed: Web Design  
New York, NY

### The Cooper Union

Continued Ed: Design  
New York, NY

### Evergreen State College

BA Studio Art  
Olympia, WA

## CERTIFICATIONS

### LUMA Institute

Practitioner of HCD  
2020

### EPIC People

Research Design  
2020

## SPECIALTIES

- Design sprint facilitation
- Navigating ambiguity
- Charming Storytelling
- Relationship building
- Innovation