

Cara is a principal product designer, leader, and mentor with strong research skills.

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

- Product Design & Research
- Growing Design Maturity
- Inclusive Leadership
- Systems Design
- Charming Storytelling