

Product Foundations, Systems & AI

9+ years spanning organization-wide knowledge systems and AI-enabled workflows, consumer experiences at scale, and 0-to-1 product development.

EXPERIENCE

Meta
Senior Product Designer

Accessibility, Risk & Compliance / Dec 2023–Jul 2026

Led how accessibility knowledge was structured and scaled across Meta, translating regulatory requirements into guidance, governance, and product enablement.

- Created and led an AI knowledge workstream, designing an **intent model and source-routing architecture** that connected product-team needs to authoritative guidance and retrieval behavior.
- Re-architected more than **200 pages of fragmented guidance** into a governed hierarchy and semantic content structure designed for AI retrieval.
- Led the cross-functional development of **Meta’s first centralized public accessibility destination**, aligning 19+ stakeholders across five product groups. Organized by disability cohort and filterable by product, spanning 30+ features connected to 45 Help Center articles.
- Translated 29 accessibility requirements into 23 decision-oriented guidance topics and scaled adoption through education reaching **6,000+ employees and 600+ product designers**.

Product Designer

Facebook Messaging & Private Sharing / Apr-Dec 2023

- Aligned engineering, content design, research, and data science using a product brief, then defined a **reusable interaction model and end-to-end flows** for continuing conversations within Facebook while the workstream operated without a product manager.
- Established shared patterns across messaging entry points and destinations that guided rollout as more conversations stayed within Facebook instead of switching to Messenger, addressing an opportunity spanning ~144M app-switching clicks; **a key test increased Facebook message sends by 8.29% on iOS and 12.4% on Android**.

Facebook Groups / Mar 2022-Apr 2023

- Redesigned Community Home, navigation transitions, states, and key entry points, contributing to a **0.26% engagement lift** on a mature consumer surface.
- Designed reusable inviter-card and panel patterns and increased **Facebook Design System adoption beyond 80%**, partnering with engineering through 17 implementation reviews to resolve more than 200 interface-quality issues.

Microsoft
UX Designer

Microsoft Loop / May 2020-Mar 2022

As part of Microsoft Loop’s founding design team, defined the **patented interaction model** that kept live components recognizable across Microsoft 365 and helped ship the first components in Teams.

Visual Designer

Microsoft 365 / Aug 2017-Apr 2020

Modernized Office during Microsoft’s desktop-to-web transition, most notably shaping the **Ribbon** and translating Fluent Design into reusable visual and interaction patterns across Word, Excel, PowerPoint, and Power BI.

EDUCATION

Rochester Institute of Technology / 2017

RIT Alumni Mentor / 2017 - Present

BFA, New Media Design · Magna Cum Laude

Portfolio reviews and career mentoring.

CAPABILITIES

Human–AI interaction · Product strategy · Platform design · Knowledge architecture · Interaction design · Design systems · Governance · Regulatory compliance