

Lead Product Designer with a decade spent delivering well-crafted experiences for complex and meaningful problems of all sizes: search at Roblox, business messaging at Meta, social VR and developer tools at Oculus, and now building and experimenting with AI at Zillow.

EXPERIENCE

JUN 2025 – PRESENT

Zillow, Senior Product Designer

- Lead the full new-build shopping journey, designing for two sides at once: buyers shopping for a home and builders trying to sell one.
- Created a framework for new construction with builder-branded, immersive listings, now in beta and pilot with 24 builders and 200+ listings.
- Prototype with AI to move from idea to shipped faster, saving implementation time and unlocking quicker design-to-code iterations across Zillow's web and app experiences.

FEB 2023 – JUN 2025

Roblox, Principal Product Designer

- Led the redesign of core search, turning a lookup box into a discovery surface; the launch held positive across the board (+2.25% platform DAU, +2.37% p50 playtime, +3 to 5% search actions).
- Drove vision for an AI-integrated, concierge search experience and led search foundational elements across consumer, creator, and marketplace.

JAN 2021 – FEB 2023

Meta (Facebook), Senior Product Designer

BUSINESS MESSAGING

- Designed and launched features across Facebook's family of apps that drove \$56M annualized revenue, 7x the initial goal.

ENTERPRISE PRODUCTS

- Led a team redesigning Meta's internal search and recommendation platform, contributing to a \$1.1B increase in spend with diverse businesses, including \$269M with Black-owned businesses, 169% over goal.

JUN 2019 – DEC 2020

Meta Reality Labs (Oculus), Product Designer

- Crafted a 0 to 1 VR camera experience on Quest and launched Mixed Reality Capture for studios: MRC trailers lifted purchase conversion 30%+, 20 titles integrated the SDK, and the first live broadcast reached 10M viewers.
- Led casting reliability work that cut error rates from 72% to 30%, raised casting among new users 21%, and contributed to a sustained 1% top-line lift on Quest.
- Launched developer.oculus, a redesigned developer center, driving a 46% increase in developer adoption while reducing store-operations support costs.

SKILLS

DISCIPLINES

Product Design · Visual Design · Interaction Design · Motion Design ·
Product Strategy · Systems Design · Design Leadership

TOOLS

Claude · Codex · VS Code · Xcode · Figma · ProtoPie · Origami · Adobe Suite

EDUCATION

2010 – 2015

University of California, Davis. B.S. Psychology.