

MISSION

Bringing clarity to complexity through human-centered leadership and cross-functional collaboration.

I cultivate empowered teams and foster deep cross-functional partnerships to connect the dots between business goals, user needs, and execution. By leading with empathy and inclusivity, I empower high-performing teams and transform complexity into clear, actionable outcomes that drive measurable business impact and deliver exceptional user experiences.

VOLUNTEERING

adplist.org

Design Career Mentor

I actively offer mentoring sessions to other designers in varying levels of their careers through the ADPList.org service. The mentorship sessions typically revolve around career growth and portfolio/interview preparation.

Summer 2019
Girls Who Code, Summer Program at Adobe

Design Career Mentor

Adobe hosts Girls Who Code summer sessions where they pair high school girls with developers and mentors at Adobe. I was partnered with a student to meet each week to talk career, life, projects, etc. This was a great opportunity to influence and mentor students thinking about a future career in tech.

Oct 2015
Creative Works Conference, South

Director of Workshops

I had the pleasure of working with the awesome team that organizes the Creative Works Conference to help plan the 2015 conference. I made sure workshops went off without a hitch through collaborating with workshop hosts to meet their needs. I also volunteered with operations during the conference.

EDUCATION

Design Leadership Fundamentals I

Design Dept.

BFA in Graphic Design

Miss. State University

EXPERIENCE

Group Design Manager, Extensibility Platform + Partnerships Adobe Feb 2026 – Current

I currently lead a team of 9 designers across four pillars within Adobe, focusing on:

- Creating a new ecosystem of connected apps by creating a scalable framework for third-party MCP connectors to be discovered and used across Adobe agentic platforms.
- Enable developers and builders outside of Adobe to easily build add-ons, plugins, MCP connectors, etc. that extend and connect functionality of Adobe apps and assistants.
- Drive new usage through integration of Adobe Express tools into popular agentic platforms like Claude, ChatGPT, Gemini, and CoPilot.
- Drive both MAU and revenue for Adobe through use of our Embed SDK where we bring creation via Adobe Express to other Adobe apps and third-party partnerships like Miro and English Premier League.

Sr. Design Manager, Extensibility Platform Adobe Nov 2024 – Feb 2026

I managed a team of two design pillars within Adobe Express, focusing on 3P extensibility and partnerships. I worked closely with product, engineering, and other partner team leadership to connect workflows across apps and scale adoption through clear vision and collaboration.

- **Scaled and supported a growing team** — expanded from 5 to 8 designers while navigating org changes, investing in mentorship, and building a culture of psychological safety and candid feedback.
- **Shaped product strategy through design vision** — influenced cross-functional roadmaps to connect Express into a broader ecosystem of tools, ensuring extensibility and partner success.
- **Drove measurable business growth** — launched a scalable framework that expanded a key product’s user base by 5M+ MAU in just 8 months through strong collaboration and execution.
- **Improved team culture and process** — fostered psychologically safe collaboration and established agile practices and operating principles that improved alignment across multiple teams.
- **Navigated complexity with clarity** — guided designers and partners through cross-team projects, balancing business outcomes with design quality in ambiguous and fast-moving contexts.

Sr. Design Manager, CC Developer Platform Adobe Jun 2023 – Nov 2024

I managed a design team building experiences across a complex platform with multiple user types, surfaces, and product teams. My focus was on scaling design practices, fostering a healthy team culture, and aligning cross-functional partners around a user-centered vision.

- Partnered with product and engineering leadership to shape strategy and ensure alignment on goals.
- Established strong design practices centered on collaboration, communication, craft, and timely delivery.
- Coached designers to hold informed, user-centered perspectives while remaining adaptable to feedback.
- Built a trusted, psychologically safe team culture that helped retain and grow top talent.
- Guided cross-functional strategy for future opportunities, including the launch of Adobe’s first GenAI API Developer offering.
- Supported VP and Sr. Director leadership with vision, resourcing needs, and improvements to cross-functional processes.

Staff UX Designer, Team Lead, Developer Platform Adobe Sep 2022 – June 2023

I led design across several domains in Adobe's Developer Platform, focusing on third-party developer experiences for building add-ons, plugins, and using creative APIs/SDKs. My role balanced hands-on design leadership with cross-functional collaboration and mentorship.

- Designed simple, scalable experiences for complex developer workflows, improving adoption and usability of APIs and SDKs.
- Scoped design work and aligned milestones with product and engineering partners to deliver feasible, high-quality outcomes.
- Shared design vision and progress through storytelling, presentations, workshops, prototypes, and detailed specs.
- Built strong relationships with PMs, TPMs, engineers, and design peers to drive alignment and momentum.
- Mentored junior designers to elevate design craft, collaboration, and team impact.

Lead Product Designer, Data Governance Amplitude Apr – Sep 2022

I partnered with PMs, engineers, data scientists, and designers to improve Amplitude’s Data Governance product, focusing on clarity and scale for complex workflows.

- Designed intuitive, scalable experiences that significantly reduced setup time for new datasets.
- Collaborated cross-functionally to define, scope, and deliver customer-focused solutions.
- Mentored a design intern on improving dashboards, integrating both quantitative data and qualitative user feedback.

Staff UX Designer, Cross-cloud Platform Adobe Nov 2021 – Mar 2022

I designed end-to-end experiences that bridged gaps in user journeys across Adobe products, with a focus on education use cases.

- Defined the classroom ecosystem vision, exploring how teachers and students could integrate Adobe tools into learning.
- Collaborated across product teams to align workflows and ensure a more seamless multi-product experience.

Sr. UX Designer, Developer Ecosystem Team Lead Adobe Jul 2018 – Nov 2021

Sr. UX Designer, Developer Ecosystem, Jan 2020 – Mar 2021

UX Designer, Developer Ecosystem, Jul 2018 – Jan 2020

I shaped Adobe's developer ecosystem by designing cohesive experiences for third-party developers and partners, guiding multi-year visions, and leading major redesigns and new product initiatives through close cross-functional collaboration across business units.

Product Designer Elementum Aug 2017 – Jul 2018

Product Designer ZURB Jan 2016 – Jul 2017

Digital Designer → Digital Art Director RocketFuel Apr 2012 – Dec 2015

Web Designer / Front-end Developer Communication Arts Co. 2007 – 2012