



EXPERIENCE

Senior UX Designer

PayPal · Nov 2021 – Present

At PayPal, I work to create end-to-end experiences for merchants globally for both web and mobile. Partnering with my team, I lead the design experience for multiple projects from conceptualization to delivery. Utilizing and expanding the established design system and patterns, I collaborate across disciplines to build interaction designs that improve understanding, discoverability, and usage.

UX Designer

Arrive Logistics · Mar 2020 – Nov 2021

As the fastest growing freight brokerage of all time, Arrive Logistics aims to help be the connection between commercial shippers and carriers. Working with product managers, developers and other designers, I contributed to a new, cohesive design language system, audited and updated internal software used by business development teams, and defined and designed new interfaces.

Product Designer

nano · Oct 2019 – Jan 2020

The goal at nano was to create a digital platform that puts health data back into the hands of the user. Working with a cross functional team, we worked to coordinate, conduct, and synthesize information gathered from user research and discovery processes. In addition to creating wireframes and final, high-fidelity designs, I also helped to define design operations to streamline design production with the development team.

Visual Designer

T3 · June 2018 – Oct 2019

At this digital agency, I shaped user experiences across desktop and mobile to create pixel-perfect style guides, user interfaces, and component libraries for companies such as Waste Management and Home Depot.

Brand Experience Designer

NativeX · May 2015 – May 2018

NativeX is an adtech company that provides solutions to elevate user engagement in mobile apps. I managed brand standards and created the visual language for the company to create a diverse visual library. After the company was acquired in 2016, I worked with a global team in China and Southeast Asia to develop the strategic direction for the brand.

EDUCATION

Master of Fine Arts in Communication Design, 2021

Texas State University, San Marcos, TX

Bachelor of Fine Arts in Graphic Design, 2015

Minor in Advertising and Public Relations

Grand Valley State University, Allendale, MI

SKILLS

Figma	Zeplin	Abstract
Sketch	Invision	Miro/Mural
Adobe Photoshop	Keynote	
Adobe Illustrator	Jira	
Adobe InDesign	Confluence	

RECOGNITIONS

Conferences

“Innovation is the New Black Box” SXSW EDU, Austin, Texas, 2022

“Speculative Design as a Tool” AIGA [GROW] Conference, St. Edwards University, 2020

“Design Futures: The Future Can Be Designed” DEL Conference, Texas State University, 2019

Publications

Harris, L. G. (2021). Innovation is the new black box: A critical review of human-centered design (Unpublished thesis). Texas State University, San Marcos, Texas.