

CONTACT



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DESIGN SOFTWARE

Adobe Photoshop
 Adobe Illustrator
 Adobe Indesign
 Solidworks
 AutoCAD
 Keyshot
 Blender
 Rhino
 Figma
 Unity

ACTIVE SKILLS

Design/Market Research
 User-Centered Design
 Aesthetic Sensibility
 CAD/3D-Modeling
 Conceptualization
 Problem Solving
 Graphic Design
 UX/UI Design
 User Testing
 Prototyping
 Spanish (Intermediate)
 Customer Service

James Madison University Class of 2021
 Industrial Design B.S.

UX/UI Designer, Freelance and Full-time for Broadtime LLC

May 2020 - Current

Organized and consolidated complex information to assist in creating a manual for new record stores joining Broadtime's service. Later duties involved UX/UI work, leading the modernization of client store websites, enhancing the customer journey. Also worked to restructure TunePortals, Broadtime's content management platform, simplifying menus and improving user onboarding. Mastered Figma for efficient design collaboration, demonstrating expertise in UX/UI design, information architecture, and user-centric principles.

Brand Experience Designer at General Services Corporation

August 2022 - March 2023

Sole graphic designer overseeing brand management and system-level improvements. Spearheaded brand enhancement strategies and led diverse projects, including elevating property branding, logo design, signage updates, website enhancements, and event collateral. Worked closely with First Impressions Printing, prepping files for print on various marketing projects, utilizing project management skills and learning production related skills and requirements to ensure accurate brand color matching. Demonstrated adaptability and creative prowess in consistently elevating company visuals and branding.

Creative Design Sales Consultant at The Tile Shop

April 2022 - August 2022

Worked closely with clients to pull selections of coordinating tile, as well as creating detailed visualizations of the final installation using SketchUp. Job duties focused on customer service, relationship building, and interior design work.

Design Consultant and Production for Milton Honey Farm

June 2021 - October 2021

Worked as a graphic design consultant for product packaging, brand marketing, and signage, as well as assisted in production for sustainable honey-bee related products such as honey soaps, beeswax lip balms, and beeswax lotion bars.

Umbai - Vienna Studio

May 2019 - July 2019

Participated in a five-week program, immersed in Viennese culture and provided unparalleled exposure to world-renowned designers, artists, artisans, and architects. Engaged in immersive observational studies and dynamic creative exchanges, fostering a holistic understanding of global artistic perspectives and interdisciplinary creativity. Acquired valuable adaptability and cross-cultural communication skills, contributing to a more enriched artistic journey.

Augmented and Virtual Reality Designer at X-Labs

January 2019 - May 2019

Worked in an interdisciplinary team with the goal of using AR/VR to revolutionize medical professional training, concentrating on speech language pathology. Gained hands-on experience in AR/VR development, honing Unity skills, interdisciplinary teamwork, and innovative problem-solving. Conceptualized and then actualized an MVP in Augmented Reality using Unity as our primary tool.

Intern at Solarmill

June 2018 - August 2018

Learned to use parameters in Fusion360, a new 3D modeling program. Had the opportunity to work on several projects in a full wood, metal, and CNC machining shop, as well as to learn the ins and outs of running a small business as a designer. Honed CNC skills creating a coat rack comprised of 37 nested pieces, allowing the production of two units per plywood sheet.

Art + Design Study Abroad Internship in Costa Rica - Research Methods + Site-Based Practices

June 2017 - July 2017

Explored the role of "site" in art and design, challenging traditional perspectives. Engaged in on-site observation, curation, and collaboration with local artists. Contributed to a site-specific installation involving a weather "kite" with a carbon fiber frame in the Monteverde cloud forest. Worked with the Tropical Science Center on projects at the intersection of art, design, and science.

