

EXPERIENCE

BEING DESIGN — DESIGNER

REMOTE 01.2016–PRESENT

Establishing sustainable websites and manageable web systems for small businesses utilizing the Wordpress CMS. Coordinating with a remote team and an international client base.

POTION — DESIGN INTERN

NEW YORK, NY 05.2015–08.2015

Designed physical interactive experiences and screen-based product solutions for museum clients, including the Smithsonian National Museum of Natural History and the Museum of Science and Industry. Worked in ideation, prototyping, and development sprints within project teams.

MADE BY MANY — PRODUCT DESIGN INTERN

NEW YORK, NY 05.2014–08.2014

Conceptualized, created and branded a music application for iOS in 12 weeks. Managed the ideation approach, interface design, and usability testing in collaboration with an engineering intern. Documented design insights and process in a weekly blog. Applied Agile and Lean development procedures.

CHEDDARBOWL — EXPERIENCE DESIGNER

SYRACUSE, NY 08.2013–01.2016

Lead the creative development of an online educational game, including designing the user interface and game mechanics. Implemented front-end styles and interactions using CSS. Collaborated with a project manager, programmers, and game writers in a local startup environment.

WAER PUBLIC MEDIA — ASSISTANT MARKETING DIRECTOR

SYRACUSE, NY 01.2013–01.2016

Proposed and executed multimedia marketing projects for the NPR station with the goal of improving online engagement. Created visual identity for local programs, promotional materials for events, photographic feature stories, content and design for station development material, and more.

EDUCATION

SYRACUSE UNIVERSITY

SYRACUSE, NY CLASS OF 2016

B.S. Dual Degree in Graphic Design, Information Management & Technology
Summa Cum Laude

DANISH INSTITUTE FOR STUDY ABROAD

COPENHAGEN, DENMARK 08.2015–12.2015

Graphic design and urbanism coursework

TECHNICAL ABILITIES

Adobe Creative Suite

Sketch

HTML5/CSS3

JavaScript

Wordpress CMS

Keynote

InVision

Final Cut Pro X

DISCIPLINES

User Experience

User Interface

Digital Product

Concept & Research

Front-End Development

Print Design

Branding

Writing