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Education

_Virginia Commonwealth University
Richmond, VA

Major in Graphic Design
(Aug 2021 - May 2025)

Skills

Design Software:

Adobe Creative Suite (Illustrator, Photoshop, InDesign, After Effects, Premiere Pro), TouchDesigner, Procreate, Canva

Motion & Visual Media:

Motion Graphics, Video Editing, Visual Storytelling, After Effects Animation

Web & Digital:

HTML/CSS, Figma, Responsive Design, Web Layouts

Core Design Skills:

Typography, Layout Design, Branding, Print & Digital Media, Social Media Design, Illustration

Soft Skills:

Creative Problem-Solving, Collaboration, Time Management, Attention to Detail, Feedback Integration

Work Experience

_VCUarts Richmond, VA
Research Assistant
(Jan 2025 - May 2025)

Created and maintained spreadsheets cataloging 19th–20th century wood type specimen data.

Conducted quality control by verifying accuracy of existing bibliographic records.

Standardized and organized catalog data to support the development of an analytical bibliography.

_VCU College of Engineering Richmond, VA
Graphic Design Intern
(Sep 2024 - May 2025)

Developed branded visual assets for academic events and outreach, including print collateral such as banners, posters, and postcards.

Maintained VCU's visual identity standards while designing for digital platforms and promotional materials.

Collaborated with faculty and communications staff to deliver cohesive and engaging design solutions.

Used Adobe Creative Suite and Canva to execute concepts from ideation to final production.

_ADC National Washington, D.C.
Graphic Design Intern
(Jun 2024 - Aug 2024)

- Created illustrated and animated graphics for civic engagement campaigns across social media platforms.

- Applied brand guidelines to develop compelling visual narratives in Adobe Illustrator and After Effects.

- Helped increase online engagement through strategic visual storytelling and motion design.