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

-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
Graphic Design Intern
(Sep 2024 - May 2025) Richmond, VA

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

-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.