**Education**

Georgia Institute of Technology

***2015-current – Bachelor of Science in Computational Media***

Relevant Courses:

* ARCH 4833 – Drawing Conception and Perception
* CS 3750 – User Interface Design
* LMC 2720 – Principles of Visual Design
* LMC 2730 – Constructing the Moving Image
* LMC 3402 – Graphic and Visual Design
* LMC 3710 – Principles of Interaction Design
* LMC 4725 – Game Design as a Cultural Practice

**Skills**

* Photoshop
* Illustrator
* InDesign
* Dreamweaver
* Microsoft Office

**Experience**