**Skills**

Adobe Photoshop Adobe Illustrator Adobe After Effects Unity 3D Proto.io

CSS3 HTML5 Javascript ES6 Trello Perforce

**Work Experience**

**Freelance (Various Clients)**

UI/UX Designer, Illustrator | Seattle, WA / Remote | 02/18 to present

* Overseeing early app UI/UX design process, and illustrating both professional and personal images

**Cake Golem Productions LLC & Legacy Game Systems**

UI/UX Designer |Seattle, WA / Remote | 12/17 to 02/18

* Handled UI asset creation for a mobile AR game
* Guided UX design with wireframes, mockups, and prototypes

**WildTangent Studios**

UI/UX Artist | Seattle, WA | 02/16 to 09/16

* Ensured assets met UX and performance specs in Unity (collaborating with engineers and designers)
* Designed UI assets; built and animated them in Unity
* Researched plugins, programs, and best practices to improve art pipeline

**Global Gaming Group**

Visual Designer | Las Vegas, NV | 02/14 to 02/16

* Created vector UI assets for various slot games
* Animated assets in Adobe After Effects, using Trapcode plugins

**Spin For Good, LLC**

2D Artist & Animator | Las Vegas, NV | 11/13 to 01/14

* Designed and animated vector and raster UI assets and typography for a charity non-profit slot game

**Sunstorm Games**

Vector & Marketing Artist | Las Vegas, NV | 05/13 to 10/13

* Created vector UI assets, nine-sliced vector character art and exported assets for animation
* Assembled and polished interstitials and banners for Chartboost, Flurry, the App Store, and Facebook

**Education**

**Ohio University** **| Bachelor of Science in Digital Media: Games & Animation | Minor in Computer Science**

Athens, OH | 09/09 to 05/13 | 2 SunSat projects, presented at ISDC 2011 & 2012 in Huntsville & D.C.

**Awards & Honors**

|  |  |
| --- | --- |
| Top 50: The LoZ: The Wind Waker HD Fan Art Contest(09/13) | Featured in Pure Nintendo Magazine (07/15) |
| Featured in Mount Ida’s Game Change[Hers] (10/16) | 2nd place: Hack the Now and Next Contest (05/18) |