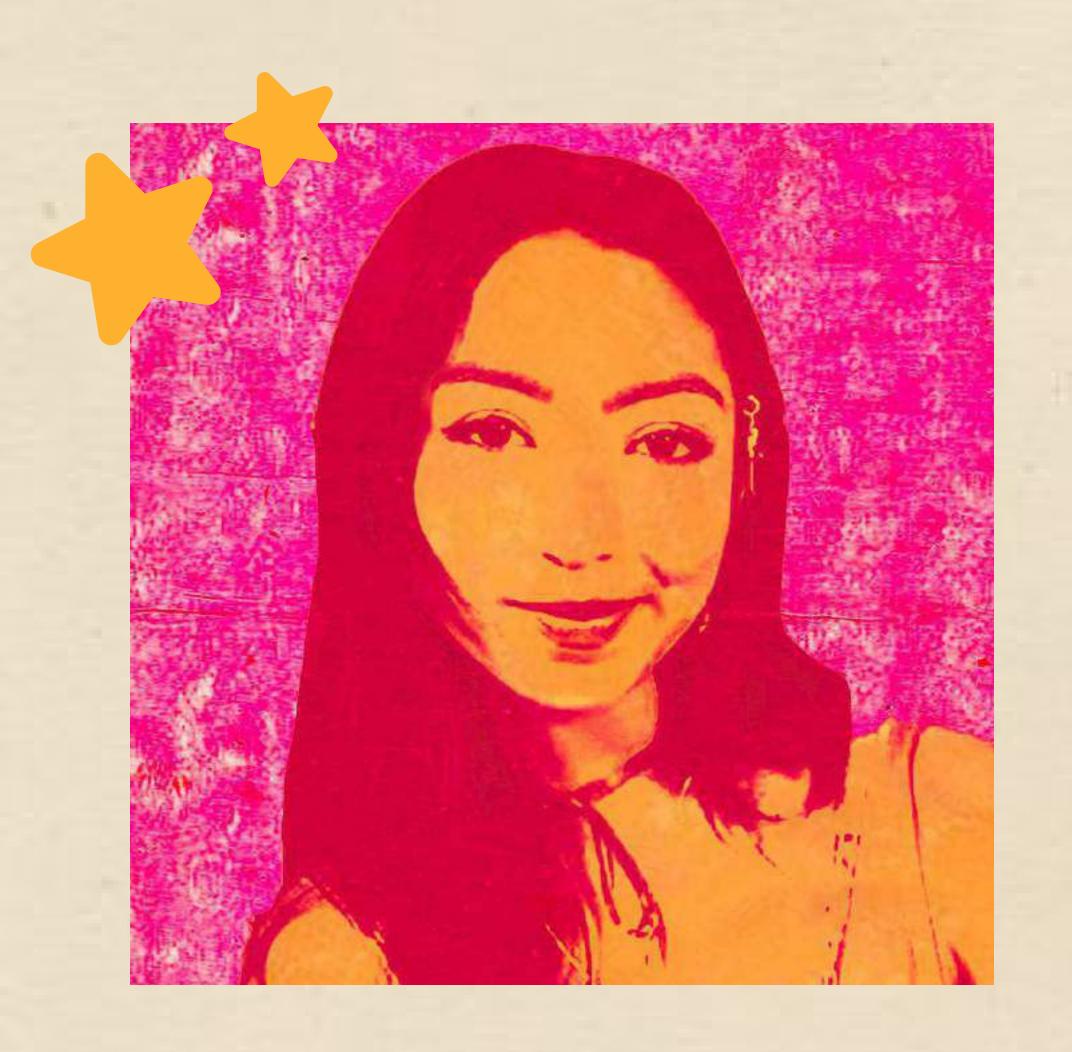
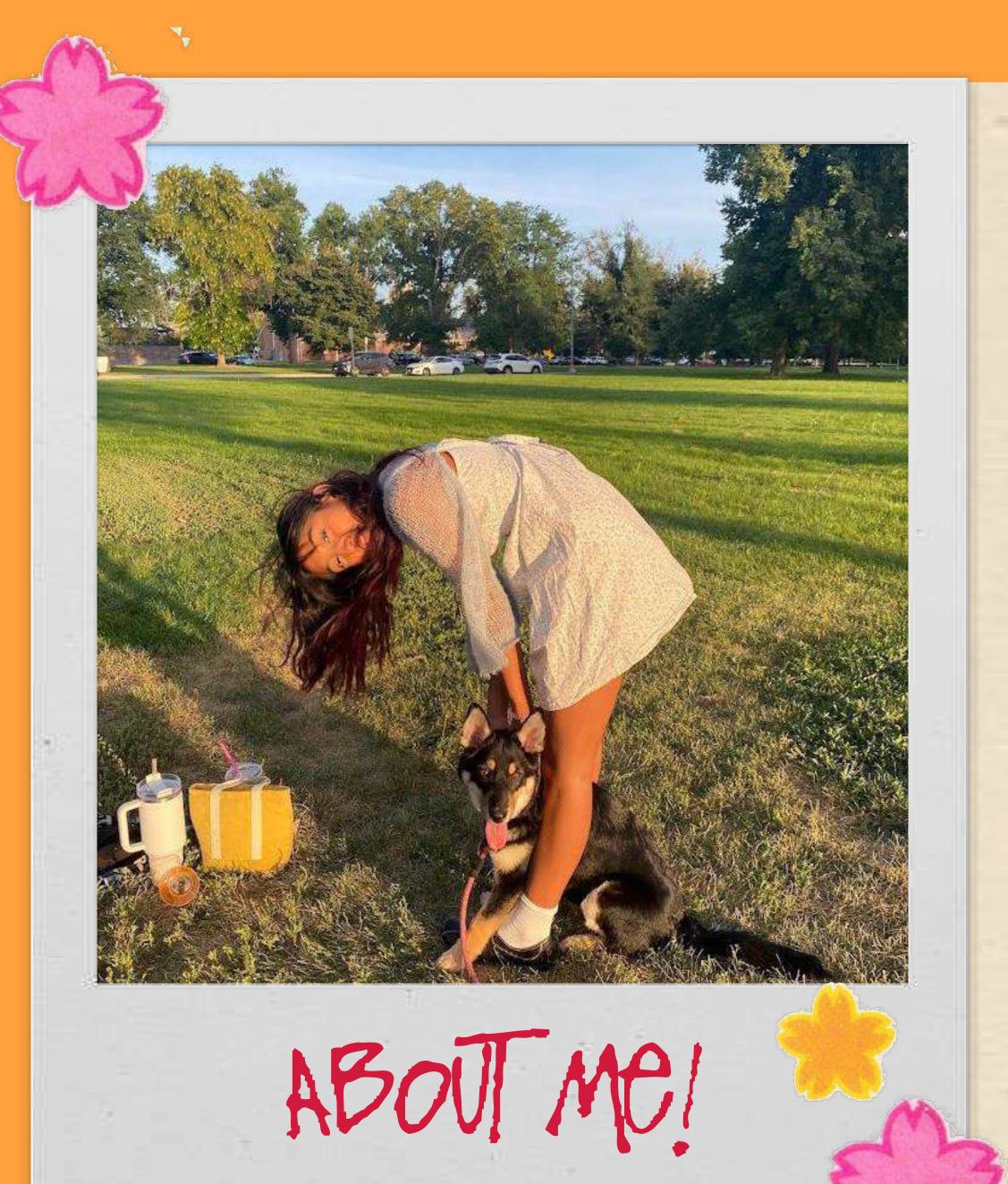


creative technologist & designer





# ·. ) hi i'm ana!°。°

♦ new york city

I just graduated this May with a Bachelor of Science in Creative Technology Design & a focus in UI / UX!



# OK III

- Front-End Development Javascript, React, HTML, CSS
- Mobile App Development Figma, Swift, Flutter
- Physical Computing Rhino, SketchUp, Arduino
- Graphic Design Figma, Adobe Creative Suite













# experience!

# Asgard Studios creative technologist

- developed comprehensive brand
   identity packets that include logos,
   color schemes, typography guidelines,
   and other visual elements in Figma.
- worked closely with cross-functional teams, to ensure a cohesive and seamless design process.

# Veta Nell junior art director

- utilized Adobe Suite to create product mockups and packaging.
- used Figma to create website wireframes and prototypes
- led product research, design, and develop.

## project coordinator

- managed / led a team of interns
- sourced and fostered manufacturer relationships,

# grocery recycling app

### role

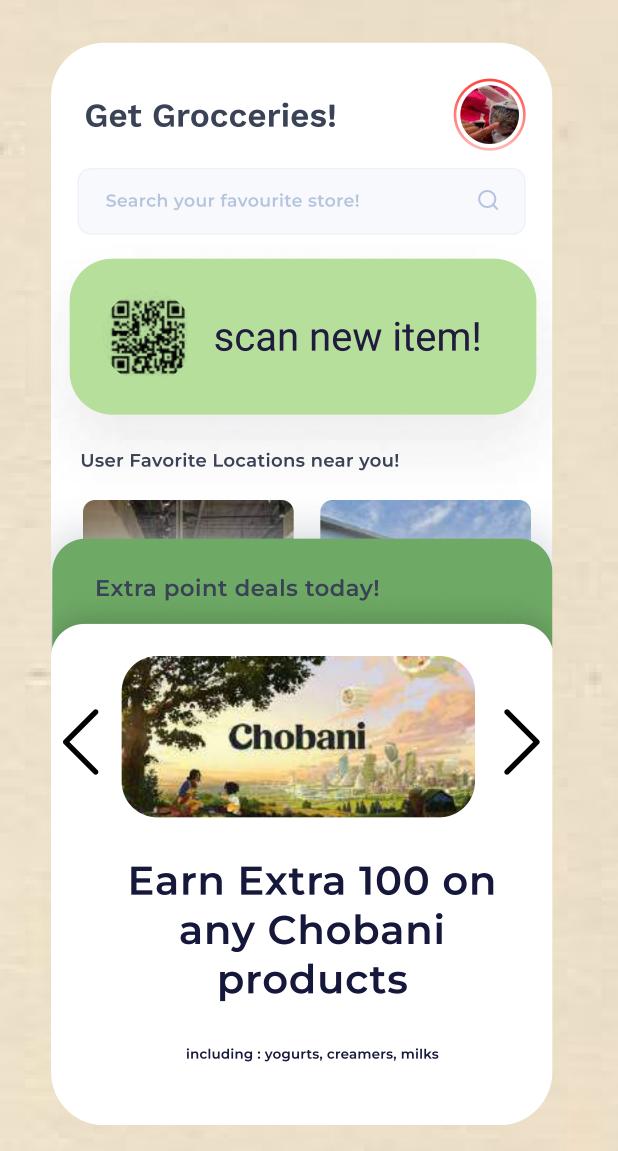
I taught a design foundations class, and created an interactive wireframe for a in class demo. Utilized Figma to make app page mockups and added interactions.

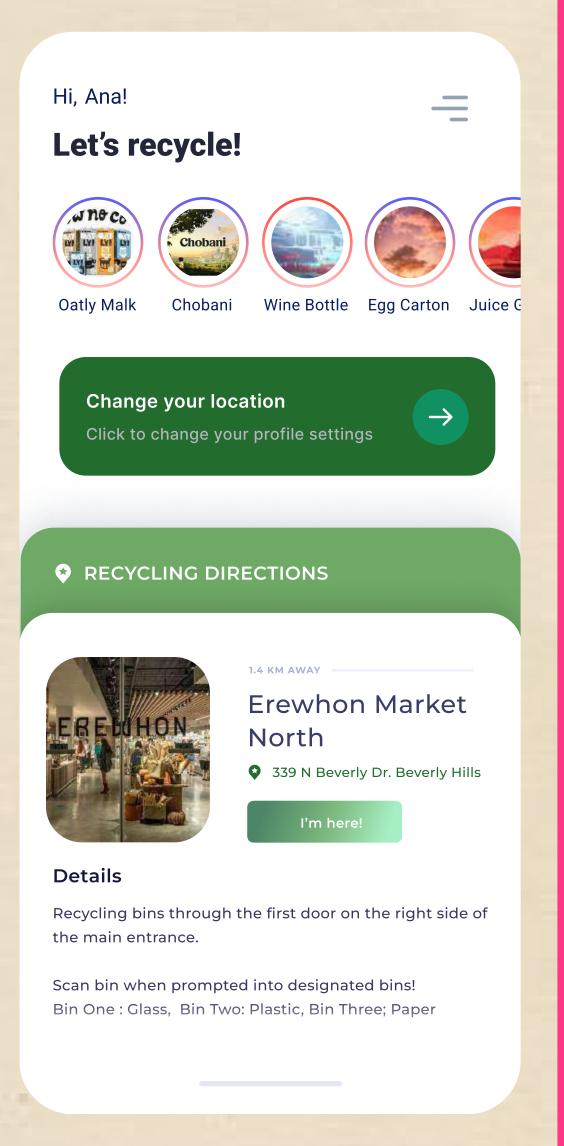
### tools

- figma
- photoshop

### **timeline**

this project took me three weeks from start to finish





Welcome, Ana!





change pfp

points earned: 3000 pts

1500 to the next milestone!

#### **AVAILABLE REWARDS:**







10\$ off any Whole Foods purchase 1500pts



5\$ off

**Organic Produce** 

1000pts

15\$ off any **Sprouts Market** purchase 3000pts







#### **Get Grocceries!**

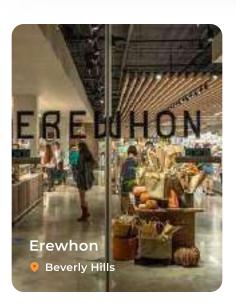


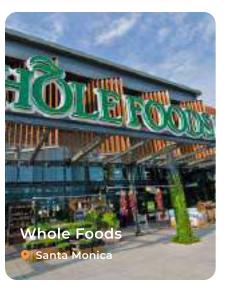
Search your favourite store!



scan new item!

**User Favorite Locations near you!** 





Extra point deals today!



Earn Extra 100 on any Chobani



2000 Extra points when you get 1000







#### **Get Grocceries!**



Search your favourite store!



scan new item!

User Favorite Locations near you!



Extra point deals today!



Earn Extra 100 on any Chobani products

including: yogurts, creamers, milks

#### Hi, Ana!



#### Let's recycle!











Wine Bottle Egg Carton

**Change your location** 

Click to change your profile settings



#### RECYCLING DIRECTIONS



**Erewhon Market** North

**♦** 339 N Beverly Dr. Beverly Hills

I'm here!

#### **Details**

Recycling bins through the first door on the right side of the main entrance.

Scan bin when prompted into designated bins! Bin One: Glass, Bin Two: Plastic, Bin Three; Paper

# pomodoro timer app

### role

after the loss of my cat senior year of college, i found myself struggling to focus. i set out to build a cat themed timer app using the "pomodoro technique". i hand-drew assets, translated them into wireframes in figma, then brought the front and back end to life in xcode.

### tools

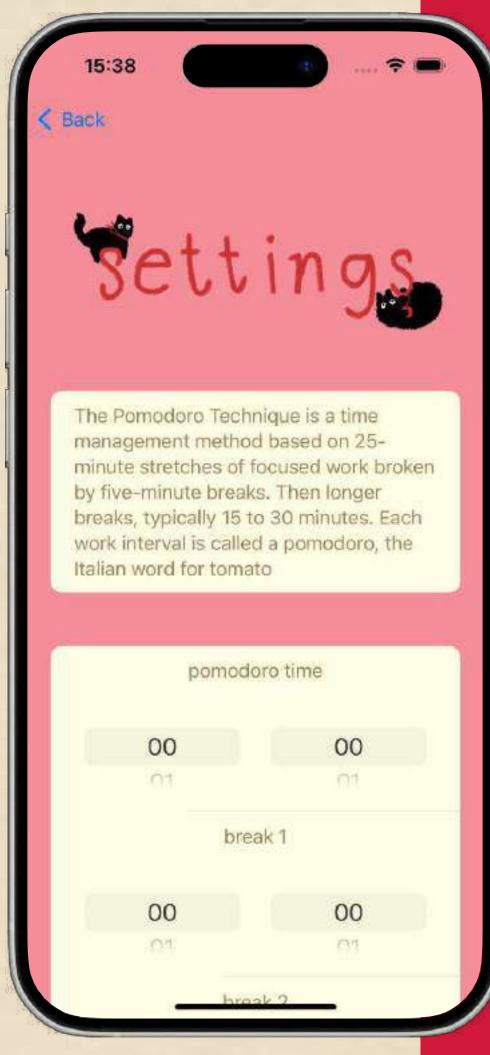
- figma
- photoshop
- procreate

- xcode
- swiftUI
- coreData

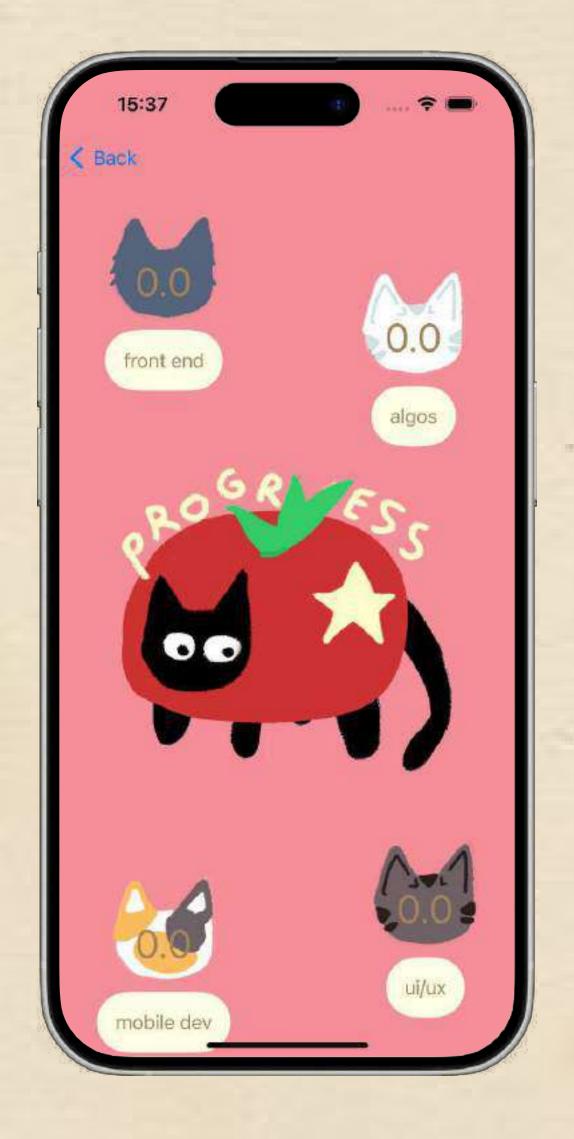
### timeline

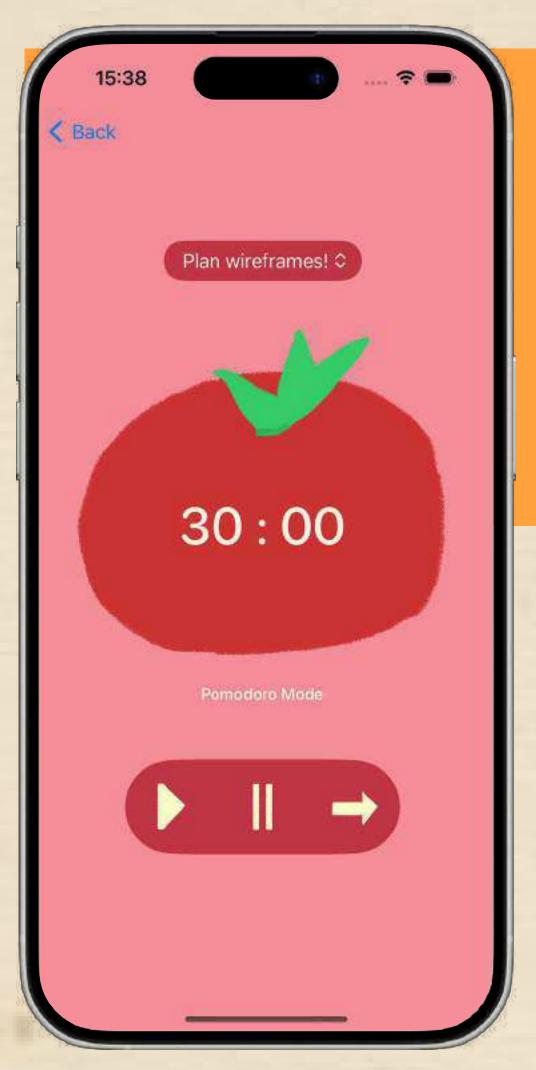
this entire project from start to finish took me five months.





# pomodoro timer app





demo video



pretty pedal

### role

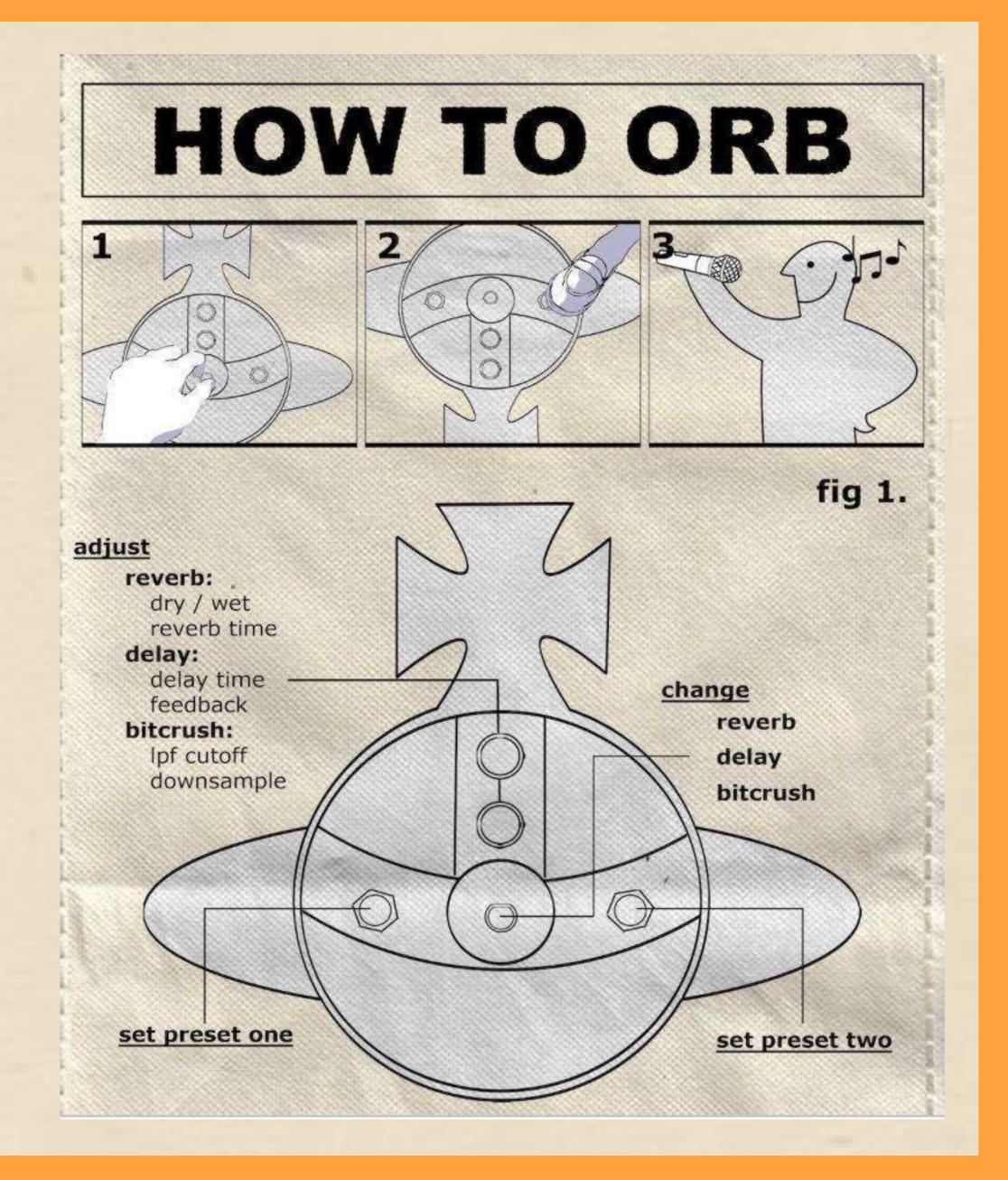
as a vocalist in a band, i wanted to find ways to enhance our live performances. so i created the pretty pedal, a customizable pedal created to fit the sonic and visual personality of a band. i cad created an enclosure, then hand wired stomp buttons and dials to a daisySeed, and wrote on code to add a myriad of effects.

## tools

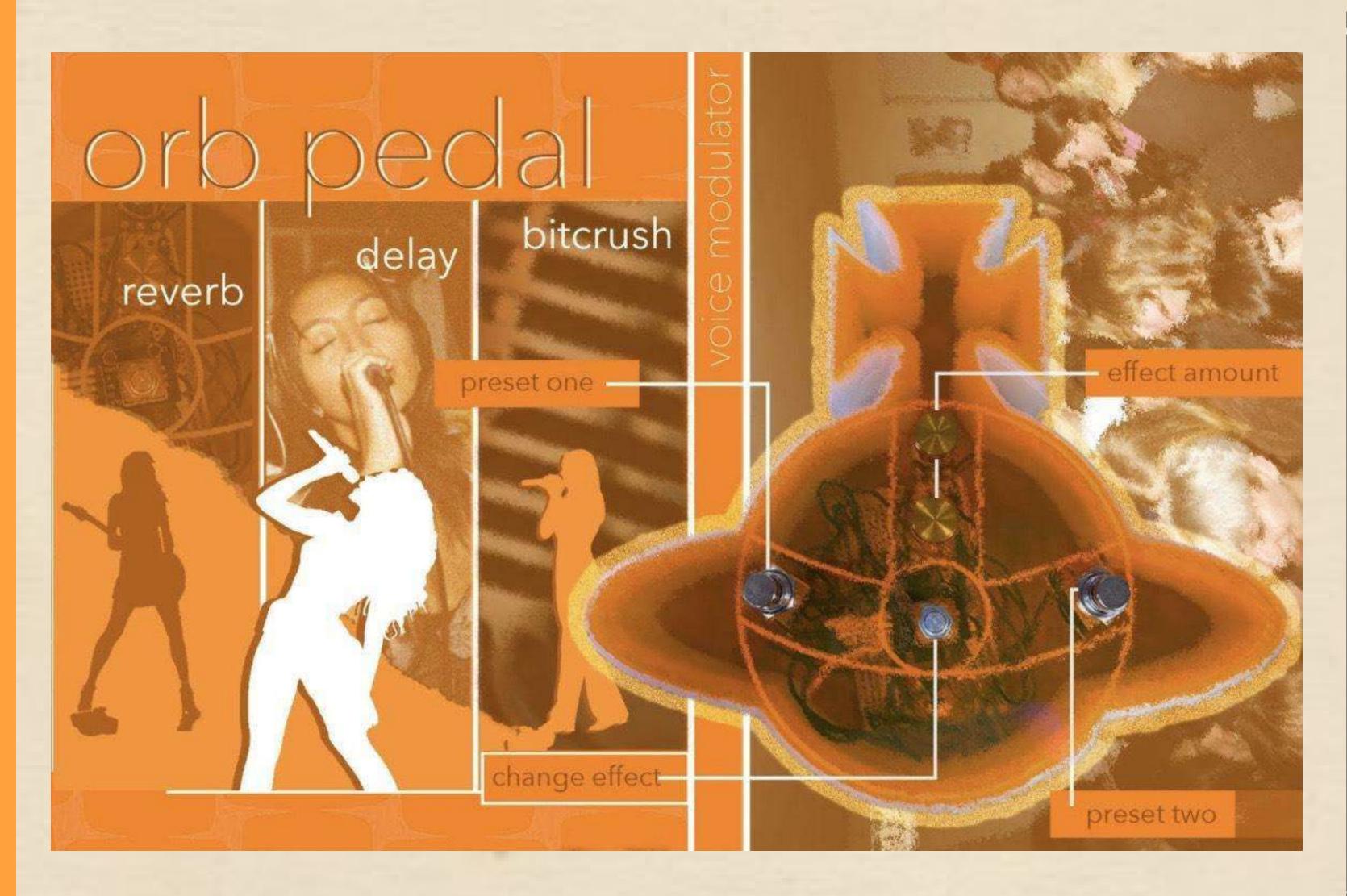
- Photoshop
- SketchUp
- Rhino
- Blender
- 3D Printing
- Laser Cutting
- DaisyDuino
- C++

## **timeline**

this entire project from start to finish took me five months.



# pretty pedal



```
od.ino
// Set max delay time to 0.75 of samplerate.
#define MAX_DELAY static_cast<size_t>(48000 * 2.5f)
#define REV 0
#define DEL 1
#define CRU 2
static DaisyHardware pod;
static ReverbSc rev;
static DelayLine<float, MAX_DELAY> DSY_SDRAM_BSS dell;
static DelayLine<float, MAX_DELAY> DSY_SDRAM_BSS delr;
static Tone filter;
int mode = REV;
float sample_rate;
float currentDelay, feedback, delayTarget, cutoff;
int crushmod, crushcount;
float crushsl, crushsr, drywet;
// Helper functions
void Controls();
void GetReverbSample(float &outl, float &outr, float inl, float inr);
void GetDelaySample(float &outl, float &outr, float inl, float inr);
void GetCrushSample(float &outl, float &outr, float inl, float inr);
void AudioCallback(float **in, float **out, size_t size) {
  float outl, outr, inl, inr;
  Controls();
  // audio
  for (size_t i = 0; i < size; i ++) {
   inl = in[0][i];
   inr = in[1][i];
    switch (mode) {
    case REV:
      GetReverbSample(outl, outr, inl, inr);
      break;
```

# concert posters + flyers

