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## **Summary**

LA-based UI/UX designer with a background in 3d and graphic design who leverages those skills in creating intuitive and people-driven experiences.

#### **Skillset**

UI/UX Design
Visual Design
User Research & Testing
Brand Strategy & Identity
Information Architecture
Personas & User Stories
Wireframing & Prototyping

### **Experience**

UI/UX Apprenticeship | Nov 2018 - Present
Bloc, San Francisco, CA
A self-paced, remote mentorship program that covers
the entire design process arc.

# Interactive Media Specialist | April 2017 - Oct 2018 Pixologic, Inc., Los Angeles, CA Lighting and rendering 3d titles in Maya for ZBrush

Summit and software releases.

#### **Tools**

Sketch

Figma

Adobe Creative Suite

**InVision** 

**Usability Hub** 

HTML, CSS, & JavaScript

Github

#### **Education**

Bloc | 2018-2019

UI/UX Design & Front-End Development Apprenticeship

Los Angeles Film School | 2014-2016

Associate of Science in Animation

Schule für Gestaltung | 2009 - 2012

EFZ Designer

## Languages

English

German

French

# **Project**

**Healthvitae | Cloud storage application** 

Tools: Sketch/Figma, inVision

Designed to allow users to store their medical records. https://invis.io/6ZR64QJ4VXB#/353992289\_01Homepage