

EDUCATION	2021	MDes / MA in Design. UIC / Visual Communication Institute FHNW HGK, Basel, CH
	2017	BFA (graphic design). Mississippi State University, MS (MSU)
EXPERIENCE	2021 - PRESENT	MISSISSIPPI STATE UNIVERSITY PROFESSOR OF GRAPHIC DESIGN
	2016 – PRESENT	FREELANCE GRAPHIC DESIGNER
	2018 – 2019	MABUS AGENCY INTERNAL DESIGNER

AWARDS / PUBLICATIONS	2022 / 2023	Guest Speaker and designer for Practise Makes Practice O Media Lab events. Atlanta, GA	MEDIUMS	Experimental design processes Branding / Identity design Typography Analog design processes Creative/Art direction Visual storytelling Layout/Editorial design Printmaking/Screen printing Video/Motion design Digital/Analog Photography Creative coding/programming Experiential design
	2021	Featured guest on the Practise Makes Practice Podcast.		
	2021	“BRIDGE” poster published in the FHNW HGK 2020 catalog “Future Sense.”		
	2020	Work displayed in Galerie 143, in Lorräch, DE		
	2020	Winner of the Design History Society poster design competition in Basel, Switzerland.		
	2018	Work displayed in transient space, Manchester school of art. Submitted by Playlab, inc.		
	2016	Pink! Hartford School for the Arts competition finalist		
	2016	Skopje International Poster competition finalist		
	2015	1st place MSU Edible Type Awards		

WORKING PHILOSOPHY

I am a designer, researcher, artist, visual communicator, and lover of images. I choose to use the term “designer” quite broadly. In all its history, context, and culture, it has inherited many meanings, and my understanding of the term morphs and changes as I do. My practice institutes a multitude of experimental processes as well as traditional ones. Above all, both as a designer and a human, I engage in social awareness and activism in design, looking to borrow from the processes of architecture and trading the construction of physical spaces for metaphysical ones. My research explores the intersection between data visualization and the practical value of emotion in visual communication.

TEACHING PHILOSOPHY

My pursuit of teaching design exists also as a pursuit of continued learning. Design practice and the study of design are intertwined deeply into my working philosophy, as the act of practice is also an act of education.

My objectives as an educator are to expand and cultivate both local and global design communities, to bring more experimentation of tools and media into the classroom, to institute a greater focus on design theory and research, to engage students in self-expression and self-reflection (as well as humility) in their work, and to structure each project under the umbrella of goal-oriented design by way of practical and experimental applications.

These objectives continue into my private practice and research. It is important that I as an educator continue to pursue the very goals I set for my students. I will bring a certain level of transparency into the classroom, regarding my practice and professional development, to offer insight and engagement into the building of a career in design post-graduation.

Regarding the structure of a project or semester, there shall be a strong focus on concept development and research, exploration of tools, and preliminary work, before the process of visual outputs begin. The aim is to build a foundation in a variety of design tools and principles with each project. In the field of visual communication, designers have the unique responsibility of understanding both their own ideals and industry, and also that of their clients and collaborators. It is imperative for students to understand that the design community also belongs to the communities that surround it. I will build versatility both in practice and principle with a range of multidisciplinary projects, tools and media, and methods of work presentation. The intent for goal-oriented practices in the classroom is to engage students in design informed by message. The implementation of research-based thesis projects, in addition to portfolio development, is a way to address these concepts as well as work ethic, time management, self-exploration, and critical thinking.

The projection of the self is a delicate but important issue that must be addressed with developing designers. Even the most experimental design practices adhere to some degree of practicality and accessibility. Design is an act of community, after all. Although it is important for designers to develop their own brand, methods, styles, and approaches to the practice, the work should speak to its intended audience and be informed conceptually by the message.

Design should be practical, and engage the public, but should also be expressive, exciting, visceral, and explorative. I will maintain this excitement in student work by engaging students in self-led and collaborative real-world selected projects such as zines, publications, competitions, and exhibitions where the classroom shifts from that of academia to working studio culture. This process allows myself as a design authority to articulate the importance of discipline as well as a self-discipline in design practice.

In summary, the act of teaching should not only institute instruction, discipline, and guidance, but also experimentation, collaboration, and willingness to continue learning both as a figure in academic authority and as a practicing designer. Fundamentally, my desire to teach stems not from past teaching experience alone, but also from the desire to immerse myself in the field as deeply as possible. My love for the practice has translated into a love for sharing, continuing, and cultivating knowledge for my peers, predecessors, and the design community.