



Experience

Jorsek LLC

UI/UX Designer (January 2017-November 2017)

- Designed and implemented requested custom UI and features for both desktop and mobile use.
- Redesigned and updated existing UI for various customer instances of easyDITA.

Bose Corporation

Web/Mobile App Developer Co-op (October 2015-April 2016)

- Designed a clean, new UI for the setup process in their SoundTouch app.
- Created wireframes, mockups, and a prototype of a new visual design and flow.

Game Show Network (GSN) Games

Game Design Intern (Summer 2014)

- Aided the design team with competitive research to see what could be added to GSN's portfolio.
- Gave UI suggestions, designed prototypes, and designed features for existing games.

Projects

Get Crackin

- Designed a mobile app concept with focus on useability and following Material Design.
- Created wireframes and mockups using Adobe Illustrator.

SoundTouch Setup Redesign

- Redesigned the look and feel of the setup process in Bose's SoundTouch app.
- Implemented designs using HTML5, CSS3 and JavaScript.

Skyhopper

- Designed a mobile game for a human-computer interaction project.
- Designed and created art assets for different gameplay screens (Android) using Adobe Illustrator and Photoshop.

Skills & Software

- | | |
|--------------------|-------------------------------|
| • HTML/CSS | • Sketch |
| • JavaScript | • Adobe Photoshop (CS 5-CC) |
| • PHP | • Adobe Illustrator (CS 5-CC) |
| • JQuery | • Adobe Flash (CS 5-CC) |
| • Objective-C | • Visual Studio (2012-2015) |
| • C++ | • Unity (4-5) |
| • C# | |
| • Java | |
| • Actionscript 3.0 | |

Education

Rochester Institute of Technology

Rochester, NY

B.S. Game Design and Development

Minors: Web Development, German