

'16-09– Today	Microsoft Designer Redmond, WA	Designing PowerPoint Reading View experience and architecture, coherence and consistency, Fiscal Year 19+ Planning motion, Incremental Open experience, Fluent design language for PowerPoint, Win32 interface translations to macOS, and inking experience for Outlook.
'15-05– '15-08	Google Visual Design Intern Mountain View, CA	Designed Play entities, elements in reference to a persona, for scalability across the Store and Play consumption apps, unifying interaction and visual patterns, and identifying the role of a persona in the Play system. Designed and illustrated for Games: Play Now, vision project for Play Books sprint, and t-shirts for a college recruiting event.
'15-01– '15-05	Expil Freelance Designer Pittsburgh, PA	Designed lesson and activity experiences at Expil, a Pittsburgh start-up. Helped establish brand. Expil uses the web to create a global community of students and teachers by designing an active, user-dependent platform.
'14-05– '14-08	Apple Graphic Design Intern Cupertino, CA	Produced weekly iTunes music store content and designed artist pages, events, and album pages for artists at a global scale. Observed the landscape of global typography and presented ways to design for localized audiences that might perceive form differently. Made a motion graphics piece to supplement final presentation.
'12-08– '16-05	Carnegie Mellon University College of Fine Arts, School of Design Pittsburgh, PA  B.F.A. Communication Design Minor Sound Design	<p>Biodesign Summit - Artist MoMA and SVA Gallery, New York, NY '16</p> <p>Design League - Organizer, Media Chair CMU, Pittsburgh, PA '14–'16</p> <p>Vapor Blaze: Schronic Sounds - Artist Neu Kirche Gallery, Pittsburgh, PA '15</p> <p>Lunar Gala Fashion Show: Vestige - Creative: Web CMU, Pittsburgh, PA '14–'15</p> <p>S.o.Design Lab, S.o.Art Lab - Equipment, Printing Consultant CMU, Pittsburgh, PA '13–'16</p> <p>Carnival Buggy Race - Live Broadcast Designer CMU, Pittsburgh, PA '13–'15</p>