
EDUCATION

Massachusetts College of Art & Design
BFA Graphic Design, Graduated May 2018

Hopedale Jr.-Sr. High School
Graduated June 2014

TECHNICAL SKILLS

Adobe Photoshop, Illustrator, & InDesign
Adobe After Effects, Premiere, & Animate
Adobe Xd & Sketch
Keynote, Powerpoint & Google Slides
Microsoft Office
Slack
Github
HTML & CSS
Javascript & JQuery*
Snapchat Lens Studio
**working knowledge*

CAPABILITIES

UI/UX
Web Design
Branding
Motion Design
Advertising
Editorial & Print Design
Data Visualization
Illustration
Collaboration
Customer Service
Organization
Time Management
Adaptability

EXPERIENCE

Gupta Media

Associate Graphic Designer, November 2018 – Present

Becoming a full time designer meant shifting away from internal work and heading towards client work. Current focus is to take the lead on larger web design and branding projects, while occasionally working on smaller banner ads and videos. Work spans from music festival clients, like Boston Calling, to more commercial business clients, like ESRB and GreenDot Technologies.

Graphic Design Intern, June 2018 – November 2018

Began as an intern working on both client and internal projects. Work consisted of creating motion graphics for banner ads, building AR experiences using Snapchat Lens Studio, and assisting on website redesigns. Often helped with internal work like presentations, client party invitations, and email designs.

Lesley University

Assistant Professor, January – May 2019

Assisted an online class focused on design thinking and user experience design. Weekly assignments and readings explored each step of the process. As the curriculum built upon itself, students were eventually tasked with creating a final mock project brief. It allowed students to present their learnings from the entire semester and show that they gained a better understanding for the design process.

Massachusetts College of Art & Design

Teaching Assistant, September – December 2017

Assisted Martha Rettig during her Sophomore Studio Graphic Design course during the Fall 2017 semester. Students worked together on a project called "designumentary." The project required heavy research to produce a final educational video about their chosen topic. Role included teaching about infographics and motion design. Often assisted with critiques and gave program demos.

Fidelity Investments

User Experience Design Intern, Summer 2017

Worked closely with a team of six other interns on a project that spanned 10 weeks. We were asked to create a digital solution that would help millennials learn how to save and prepare for their futures. The process included extensive research, prototyping, usability testing, and presenting our final work to the User Experience Design Department.