

Education

University of Minnesota - Twin Cities

Bachelor of Fine Arts, Graphic Design

Product Design Minor

University Honors Program

Anticipated Graduation: May 2018

GPA: 3.780

Skills:

- Adobe Photoshop
- Adobe InDesign
- Adobe Illustrator
- Adobe Dreamweaver
- HTML / CSS
- Wordpress
- Microsoft Office

Related Course Work:

- Typography
- Web design
- Packaging Design
- Product Sketching & Rendering
- Toy Design
- Identity and Symbol Design

Work Experience

Graphic Design Intern, *Department 56, Eden Prairie, MN*

Sept. 2017 – Present

- Typeset product information and develop page layout for retailer and consumer catalogs
- Photograph products using 360 technology, and produce videos that are paired with the products on Amazon.com
- Develop logos used to brand various 2018 product collections

Graphic Design Intern, *BioTechnology Institute, University of Minnesota*

Jan. 2016 – Present

- Collaborate with the communications team to create promotional material for symposiums, seminars, and other events that are hosted by the BioTechnology Institute
- Create branding and identity for each separate event that is hosted by the BioTechnology Institute
- Develop webpages for events and frequently update content for the BioTechnology Institute website
- Produce layout and typography solutions for print material including the BioTechnology Institute's *Gateway Magazine*

Creative Assistant, *Panhellenic Council, University of Minnesota*

May 2016 – December 2016

- Designed formal recruitment material for the 2016 fall recruitment to be sent to 3,000 students
- Redesigned organization's website to attract and retain website visitors
- Created digital content to make social media presence more engaging
- Developed promotional campaign material across multiple digital platforms

Design Experience

GLO TAG, *Toy Product Design, University of Minnesota*

Jan. 2017 – May 2017

- Enrolled in a Toy Product Design Class that was sponsored by Target
- Collaborated with a team of 5 designers throughout the Spring 2017 semester to develop a new toy for Target
- Conducted 3 stages of prototyping the GLO TAG toy concept
- Participated in 3 stages of design reviews by Target Design members and other industry representatives
- Contribution to the team included brainstorming concepts, designing the physical aesthetic of GLO TAG, and constructing the prototypes