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## Experience

### Huntington Ingalls Industries, Orlando FL – *Product designer*

Apr 2019 – Present

- Large scale 3D asset creation for confidential training simulations.
- Create and apply design strategies across branding and product design.
- Designed and validated workflows and interfaces through iterations.
- Collaborated with multiple roles to drive alignments.

### Corys Thunder, Jacksonville FL – *Multimedia Specialist*

Sep 2015 – Apr 2019

- Responsible for UI design to bring real-life locomotive controls into immersive training simulation.
- Worked closely to development team from discovery phase to completion.
- Brainstormed and prototyped several pixel-perfect concepts, in collaborations with engineers.
- Prototyped and developed internal training videos, presentations, and web application.

### Huntington Ingalls Industries, Charlotte NC– *Junior Animator*

Jun 2014 – Sep 2015

- Drafted schematic drawings for accident reconstruction.
- Responsible for harvesting and repurposing Point cloud data.
- Developed 3D animations in multiple perspectives using Point cloud data and Photogrammetry.

### Freelance Graphic Designer, Orlando FL

Mar 2013 – Present

- Worked as freelance artist for multiple projects including UI design, illustration, motion graphics, business brandings and menu, promotional videos.

## Projects

### VIARail cockpit trainer – *3D Artist*

Sep 2015 – Nov 2017, Jacksonville FL

### SFMTA virtual trainer – *3D Artist/UI Designer*

May 2016 – July 2018, Jacksonville FL

### SEPTA virtual trainer – *3D Artist/UI Designer*

Apr 2017 – Nov 2018, Jacksonville FL

### Virtual Steam Naval Support virtual trainer – *Product Designer*

May 2019 – Feb 2022, Orlando FL

### USS Iwo Jima LHD-7 virtual trainer – *Product Designer*

Aug 2019 – Feb 2021, Orlando FL

### USS LHD-8 virtual trainer – *Product Designer*

Feb 2021 – May 2022, Orlando FL

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## Education

### Full Sail University

B.S. of Science in Computer Animation – 2013

### University of Central Florida

Web Design Certification – 2022

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## Project Skills

Graphic Design

Typography

Design Strategy

Product Design

User Interviews

Personas

Journey Mapping

Wireframing

Prototyping

Motion Graphics

Video Editing

Web Design

Mobile Design

2D & 3D Asset Creation

Game Development

Software Development

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## Software Skills

HTML/CSS/Javascript

Adobe Creative Suite

Figma, Miro, Invision

Autodesk Maya, 3DS Max

AutoCAD, Rhino, Solidworks