

About Me

In my work, I enjoy utilizing the movement of color and type to reach an audience or spread a message. I have always been intrigued by how color is perceived differently to every human eye, and color plays a big role in how a person interprets my work. I use a combination of motion graphics and typography to explore how the world sees color. Through my designs, I strive to create a connection between the human eye and color. I also want my work to be a bold statement of who I am and how I see the world. When people view my work, I want them to get a glimpse of me.

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Education

BACHELOR OF SCIENCE

Visualization
Minor in Business
Texas A&M University
2020-2024

Skills

PROFESSIONAL:

- Project Management
- Team Collaboration
- Organization
- Planning & Time Management
- Creative Thinking
- Customer Service

TECHNICAL:

- Adobe Illustrator
- Adobe After Effects
- Adobe InDesign
- Adobe Photoshop
- Video Editing
- 2D animation
- Microsoft Excel
- Illustration

Achievements

DEAN'S HONOR ROLL

TAMU College of Architecture
Spring 2022 - Fall 2022

PIECE SHOWCASE: PISA

TAMU Visualization Fall Showcase
Fall 2022

Work Experience

DESIGN ASSISTANT

Become New Homes | 2019 - 2021

Become New Homes is a house flipping business in Austin, TX. They take old homes and make them completely new. During my time at BNH, I:

- Provided insight for interior design choices like style, aesthetic, color palette, & staging
- Created 2D digital mockups of rooms to help visualize their home

GRAPHIC ASSISTANT INTERN

Audience Media Group | 2022 - current

AMG is a growth consultancy in Bryan, TX. They specialize in Agritourism and Agritainment. My responsibilities at this firm are:

- Creating graphics for social media
- Building and rebranding websites for clients
- Animating logos and creating animations for advertising purposes
- Monitored social media of clients by responding to comments and answering questions

Studio Experience

PROJECT MANAGER

Texas A&M University | Spring 2022

I acted as project manager for my studio. I introduced my idea to our group, and led the team through the process of creating an interactive website prototype to educate on plastic pollution in the ocean. This project is called Into the Ocean.

As project manager, I was in charge of:

- Keeping the team organized and on track by assigning tasks in Trello
- Identifying and sought out all scientific research needed
- Dividing the creation of assets for the prototype among the team
- Creating my share of assets and pages for the prototype
- Animating certain assets to make the website more interactive

PROJECT MANAGER

Texas A&M University | Fall 2022

For this studio I initiated the idea for an exposure therapy card game. With my team, we created 50 cards, a card box, and an app prototype for a project called Flourish. My duties during this process were:

- Planning a timeline for the project,
- Conducting scientific, competitor, and user research
- Designing the cards and card box
- Animating the logo
- Ensuring the aesthetic of the brand was cohesive from app to cards