

User Interface Design Experience Design Responsive Web Design

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# **OBJECTIVE**

# I am seeking a full-time, creative position within an agency or company dedicated to delivering top notch design, in a role that allows me to grow & contribute to the areas of User Interface Design, Experience Design, & Responsive Web Design.

## PROFESSIONAL SKILLS

HTML5 | CSS3 & SASS |
Responsive Design/ Media
Queries | Sublime Text |
Chrome Developer Tools |
Terminal | Adobe Creative
Cloud (Photoshop, Illustrator)
| Github | W3Schools web
standards | Wire framing &
Prototyping (InVision, Axure,
OmniGraffle,
Lucidchart, Balsamig)

# **EDUCATION**

The Iron Yard Academy, Columbia, User Interface Design, May – July 2015 Intensive program studying the UI design process -- from discovery & ideation to the design (thumbnails, wireframes, PS mockups), to the development (HTML5, CSS3 & SASS, basic Javascript & JQuery), Github/the Git workflow, & asset management.

Tufts University, Medford, MA & The School of the Museum of Fine Arts, Boston 2002-2006

Bachelor of Fine Arts, GPA 3.54

University of North Carolina, School of the Arts, Winston-Salem, NC, 2000-2002

High School Diploma, 2001, Visual Arts Certificate, 2002

### **EXPERIENCE**

### Apple Store, Southpark, Charlotte, NC, 2011- Present

This role involves the utilization of inventory management applications to troublshoot shipment logistics & inventory variances, as well as initiate cyclical counts to audit inventory levels & monitor shrink.

Film and Commercial Production, Freelance, Los Angeles, 2009-2011 IMDB Credits

Art department work on many different types of productions with varying budgets, including commercials, reality TV, & independent film.

### Digitally Speaking, Remote Indexer, 2010-2012

Worked remotely from both Los Angeles & Charlotte to index video files from conventions such as AdobeMAX, GDC Online, & Focus, in order to prepare content for streaming.

### Video Editor, Z Media Technologies, Boston, MA, 2008-2009

Cut video & audio material using non-linear computer editing software. Privately consulted with clients & converted digital and analog formats. Supported the production of large commercial duplication.