

EDUCATION

Georgia Institute of Technology Atlanta, GA — Current

Expected Graduation: May 2021

Bachelors of Science in Computational Media

RELEVANT COURSEWORK

Principles of Visual Design
Principles of Interaction Design
Intro to Programming
Intro to Object-Oriented Programming
Systems Programming

Data Structures & Algorithms
Computer Organization & Programming
Objects and Design
Computer Graphics
Computer Audio

SKILLS

Design: Adobe Photoshop, Lightroom, InDesign, Illustrator, Figma, Maya, Clip Studio Paint, photo editing, 3d modeling, UX design

Programming: Java, C, C#, HTML, CSS, JS, Git/GitHub

PROJECTS

MyKlemis App — 2020

Helped design and code the front end UI of a mobile application prototype for Georgia Tech's campus food pantry, Klemis Kitchen, using Xamarin Forms.

Muscle Awareness Sonification Simulator for Digital Artists — 2020

Designed a theoretical sonification system to help digital artists be more in tune with their body as they draw and coded a simulator/ soundboard using Processing's Beads library that was used to help conduct Wizard of Oz style virtual user testing.

Dr. Bill — 2020

Helped design a theoretical voice assistant app, Dr. Bill, that would act as a interview prep coach and mock interviewer for students preparing for software engineering interviews. Screen mockups were made in Figma and several user tests done in a Wizard of Oz style were conducted to test the system.

EXPERIENCE

Freelance Hobbyist Artist

October 2020 - current

Draws and designs stylized digital character art for online customers.

Printing and Imaging Association of Georgia, Suwanee, GA — Graphic Design Intern

June - July 2015 & 2016

Responsibilities include helping out with their annual event Impress by designing and creating items such as a booklet, PowerPoint, signage, and nametags.

AWARDS

1st and 2nd place for 2016 PIAG Design Excellence Competition

1st place for 2015 Gutenberg Award for Prepress Design