

EDUCATION

Georgia Institute of Technology Atlanta, GA — Current GPA: 3.44
Expected Graduation: August 2021
Bachelors of Science in Computational Media

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.

RELEVANT COURSEWORK

Visual Design	Data Structures & Algorithms
Interaction Design	Computer Organization & Programming
Information Design	Software Design
Mixed Reality Design	Computer Graphics
Intro to Programming	Computer Audio
Intro to Object-Oriented Programming	Computer Photography
Systems Programming	

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.

AWARDS

1st and 2nd place for 2016 PIAG Design Excellence Competition
1st place for 2015 Gutenberg Award for Prepress Design