

design & develop

design software

- Adobe InDesign, Photoshop, Illustrator, After Effects
- Autodesk Fusion 360
- Figma
- InVision
- Mapbox Studio
- Pixate Studio
- Sketch App
- Zeplin

development environments

- Android Studio
- Apple Xcode
- Microsoft Visual Studio, Blend
- Processing for Mac
- Sublime Text

development languages

- HTML5, CSS3, PHP
- JavaScript, JQuery
- Java, C#, Objective-C
- Processing
- XML, XAML

university

Bachelor of Fine Arts, Graphic Design 2016, 3.97 GPA, summa cum laude

The George Washington University
Corcoran School of the Arts & Design
500 Seventeenth Street NW
Washington, DC 20006-4804

secondary school

Diploma 2012, 3.52 GPA

Regis High School
55 East 84th Street
New York, NY 10028-0870

professional experience

Catalytic, Interaction Designer

March 2017–August 2017

- As the designated UI-major, UX-minor designer in our pod (colleagues included a UX-major, UI-minor designer, service designer, and VP of Product), crafted a scalable component library for the company's workflow management software, Pushbot.
- Wrote extensive briefs to document designs in preparation for developer implementation. Created a self-serve product management queue and performed QA analysis at multiple stages.
- Developed and managed two tracks of work: (1) a visionary end-goal, and (2) a steady stream of improvements to increasingly align the app's pre-existing state with that of the vision.

Learnmetrics, Senior Designer

September 2016–March 2017

- Individually led an organization-wide rebranding that consisted of team value assessments and exercises, market research, extensive ideation, weekly presentations, and final wordmark preparation. Translated an obtuse set of traits into a cohesive and communicative identity.
- Collaboratively managed a pre-existing, external contract for website redevelopment and design. Provided relevant assets, stylistic cues, and art direction to the vendor.
- Overhauled supporting materials such as the company's pitch deck and business cards. Laid out a roadmap for formal product design best practices and anticipated design sprints.

Design Lab at the Corcoran, Senior Designer

August 2015–May 2016

- In conjunction with one fellow senior designer and the course's instructor/creative director, offered creative guidance to junior designers regarding the refinement of both their branding concepts for *NEXT*, the Corcoran's senior thesis exhibition, and numerous deliverables.
- Coordinated communication between thesis faculty, program heads, school administration, and designers; directed class discussions and critiques.
- Due to demonstrated expertise, assigned the update and refinement of an iPad-based gallery map/directory, website development, and translation of an artwork label database into print-ready documents. In addition to the exhibition, tasked with the design of an annual student awards brochure and certificates, graduation banners, and a keepsake program.

ship.it for Android, Designer & Developer

August 2015–February 2016

- After analyzing the intricacies of courier shipment queries and consumer interactions, devised an interface architecture to significantly reduce perceived complexity and empower users with information on carrier rates and package tracking details.
- Implemented logic to acquire a postal code's locality, automatically identify a tracking number's carrier, render obtuse data in human-readable formats, and support foreign text standards.
- Asynchronously accessed data from multiple APIs, including: Google Maps Geocoding, Open Exchange Rates via a custom server cache (utilizing PHP scripting and a cron table to regularly refresh data), and EasyPost. Code additions and edits managed with GitHub.

design & develop

techie tidbit

Xerox's Star 8010 came to market in 1983 with not only a GUI, but multi-lingual character support, PostScript-like output, and local networking. Us nerds joke that it made the Macintosh look like an Etch A Sketch!

professional experience continued

Design Fundamentals I, Teacher's Assistant

August 2015–December 2015

- Prepared an introductory InDesign video tutorial encompassing document setup, layer usage, coordinate positioning and scaling, typographic fundamentals, and object manipulation.
- Provided individual software assistance to students during scheduled class time and highlighted potential areas of improvement within gestalt assignments.

Technology Administrator for the 2D Design Program

May 2014–May 2016

- Designed, developed, and art directed corcoran:Design, a showcase application for the undergraduate 2D design program. CDN-hosted images highlighted graphic, interaction, and motion design projects. Beta releases distributed internally via TestFlight. Certified by the iOS App Store and employed for recruiting throughout the initiative's one-year duration.
- Utilized Apple Configurator and Cisco Meraki to manage iPad and Macintosh inventory; developed curriculum-specific device profiles; recommended future equipment investments.
- Successfully vouched for the introduction of Pixate Studio into undergraduate coursework at the junior and senior levels.

Design Lab at the Corcoran, Junior Designer

August 2014–May 2015

- With a team of four other designers and managers, designed the identity of the Corcoran's senior thesis exhibition, *NEXT*.
- Individually responsible for the final wordmark (competitively selected), print invitation, exhibition landing page and website, iPad-based gallery map/directory, and wayfinding system.
- Digital components involved server/device deployment and maintenance.

MetroNext for Windows Phone, Designer & Developer

December 2013–February 2014

- Designed the user interface, self-taught object-oriented programming and the Model-View-ViewModel pattern (C#, XAML), integrated WMATA's API services, and finally tested the application under real-world conditions. Certified and published by the Windows Store. Monitored crash data and user feedback for technical issues; downloaded over one thousand times.

Regas Studio, Intern

June 2013–August 2013

- Cut, set, and prepared artwork for photopolymer plates, printed on Vandercook and platen presses, packaged various invitation suites, and assisted with HTML development tasks.

design competitions

- Adobe Design Achievement Awards, *NEXT 2015*, Semifinalist 2015
- Graphis Design Annual, *NEXT 2015*, Silver Award 2016
- HOW International Design Awards, *NEXT 2015*, Merit Award 2016
- University & College Designers Association, *NEXT 2015*, Award of Excellence 2015

academic honors

- Dean's List 2012–2016
- Outstanding Academic Achievement Award 2016
- Senior Thesis Writing Award 2016
- Samuel B. Holvey Memorial Award for Design 2014–2015
- Hubert Leckie Memorial Award for Typography 2014–2015
- Foundation Year Writing Award 2013
- Margaret D. Rust Memorial Scholarship 2013