

## EDUCATION

### Carnegie Mellon University

Class of 2020

BDes in Communication Design  
BHCI in Human Computer Interaction  
Minors in Game Design & Media Design

## EXPERIENCE

### Graphic Design Intern, NVIDIA

Summer 2018

Worked as part of the Creative Marketing team to create assets and designs based on existing brand standards for print, web, and merchandise and ported/reformatted brand standards for internal use

### Graphic Designer, Livity

Summer 2018—Fall 2018

Researched and collaborated with other creatives in order to develop brand standards and assets for client project with a focus on After Effects motion graphics

### Marketing Assistant, Heinz College

2018—Present

Developed infographics for the purpose of promoting Carnegie Mellon's graduate school programs and created animation tests for an in-progress lecture series

### Graphic Designer, CMU Student Senate

2018—Present

Worked with the student senate communications committee on campus to create promotional material for print and social media

### Design Tutor, CMU

2018—Present

Software tutor specialized in Adobe InDesign, Illustrator, and After Effects. Available for Undergraduate and Graduate students

## EXPERTISE

### Skills

Wireframing  
Prototyping  
Storyboarding  
Motion Graphics  
User Research  
Typographic Systems  
Illustration

### Tools

Adobe CC  
HTML/CSS  
Javascript  
InVision  
Sketch  
Figma  
Axure