Adobe XD

Illustrator

Final Cut Pro X



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Summary

I'm a UX/UI Designer and Developer with a background in film and TV production.

I'm passionate about helping people experience the world better.

Projects

Sourcery

An intuitive mobile app that lets you scan your refrigerator, pantry, or anywhere you store food items and generates a recipe that contains those items.

Roles: research, information architecture, branding, visual design

PX

A cloud storage designed for photo / video professionals and enthusiasts, which stores only photos and videos.

Roles: research, information architecture, branding, visual design

BlocJams

Interactive music player

Roles: frontend development

Skills

Git, Github

Tools Figma

Sketch

Photoshop

HTML5, CSS3

Adobe Premiere

Javascript, JQuery

UX Research Wireframing Branding Prototyping

Visual Design Writing

User Testing Info Architecture

Education

BLOC

Feb. 2019

Work Experience

BEYOND FILMS, LUMINANCE WEDDING FILMS

Freelance Video Editor

• edited and color-corrected a variety of short-form videos for the web

Sept. 2012

Mar. 2013 to

Dec. 2017.

Electronic Press Kit Writer

AD HOC PRODUCTIONS

• wrote and designed electronic press kit.for documentary film

some office and DIT assistance

"CAPITAL GAMES"

Assistant Editor

July to Aug. 2012

LOYOLA MARYMOUNT **UNIVERSITY**

UX Design and Frontend

Development Apprenticeship

B.A. in Television Production High honors May 2002

• media management, audio syncing, troubleshooting,