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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

Work Experience

BEYOND FILMS, LUMINANCE WEDDING FILMS

Freelance Video Editor

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

AD HOC PRODUCTIONS

Electronic Press Kit Writer

wrote and designed electronic press kit.for documentary film

"CAPITAL GAMES"

Assistant Editor

 media management, audio syncing, troubleshooting, some office and DIT assistance

Tools

Figma Adobe XD

Sketch Illustrator

Photoshop Final Cut Pro X

Adobe Premiere

HTML5, CSS3

Javascript, JQuery

Git, Github

Skills

UX Research Wireframing
Branding Prototyping
Visual Design Writing

User Testing
Info Architecture

Education

BLOC

Mar. 2013 to

Dec. 2017.

Sept. 2012

July to

Aug. 2012

UX Design and Frontend Development Apprenticeship Feb. 2019

LOYOLA MARYMOUNT UNIVERSITY

B.A. in Television Production High honors May 2002