



Experience

Clockwork  
Creative Lead, Interactive Designer  
June 2015 — Present

In my time at Clockwork I became completely immersed in a digital-first design environment. Understanding how technology enables design allowed me to create a vast array of digital experiences for clients in healthcare, entertainment, food, technology, and several other industries. As an Interactive Designer I honed my skills in UX and content strategy, innovative interactive design, and most importantly helped my clients realize the value and potential of their brand in the digital space. In an extremely fast-paced four years, I led my teams through creative projects for nonprofits, local Minnesota businesses, and global industry leaders.

University of Minnesota College of Liberal Arts  
Digital Designer  
September 2013 — May 2015

As a digital designer for CLA, I worked side-by-side with a developer to overhaul the college’s web presence, along with that of its 50+ educational and admin departments.

Skills

- |                                      |                      |
|--------------------------------------|----------------------|
| Mobile-First Web & App Design        | Sketch               |
| User Experience Design               | Adobe Creative Suite |
| Digital Content Strategy             | InVision             |
| WCAG 2.0 Accessibility Compliance    | Principle            |
| Web Animation and Interaction Design | HTML5 & CSS3         |

Interests

- Interaction and Motion Design
- Photography, Video, and Art Direction
- VR/AR Design and Development
- Native and Hybrid App Design and Development

Education

- University of Minnesota Twin Cities
- College of Design
- BFA Graphic Design 2015