



Experience

**Clockwork**  
**Interactive Designer, Creative Lead**  
**June 2015 — Present**

In my time at Clockwork I have become completely immersed in a digital-first design environment. Understanding how technology enables design has allowed me to create a vast array of digital experiences for clients in healthcare, entertainment, food, technology, and several other industries. This is where I honed my skills in UX and strategy, innovative interactive design, and most importantly how to help clients realize the value and potential their brand has in the digital space. In an extremely fast-paced three years, I have lead creative projects for nonprofits, local Minnesota businesses, and global industry leaders.

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

As a web 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**