

2022

- Oversaw the summer STEM/Robotics program, as well as Competitive Gaming
- Managed counselors to interact with and keep an eye on the kids at all times
- Resolved student issues and helped to contact their parents if necessary
- Kept a radio transceiver on-hand for office communication
- Maintained a fun environment and played with the kids



Bachelor of Science Degree - May 15, 2021
Communications & Information Design

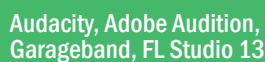
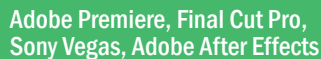
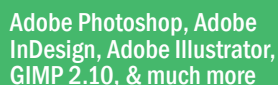
Master of Science Degree - Present
Information Design Technology

Minor:
Game Development

GPA BS: 3.84 / 4
MS: 4.00 / 4

Skills & Software

- Graphic Design
- Layout Design
- Web Design
- Video Editing
- Photo Editing
- 2D Animation
- 3D Animation
- 3D Modelling
- Audio Editing
- Prototyping



Honors & Achievements

- I designed an exhibit that has been in the Tackapausha Museum since 2017
- I have multiple works that have been showcased in Utica's Gannett Gallery
- Proud Eagle Scout of BSA Troop 96

2022

- Taught kids (grades 3-9) to think creatively with STEM tools
- Learned TinkerCAD and made 20 student accounts the night before teaching
- 3D Printed students' 3D models made in TinkerCAD, also printed vinyl decals
- Used Snap Circuits, Makey Makey, Coding Pandas, and Chrome Music Lab
- Also taught, managed, and cleaned the woodshop every other day

2022 - Present

- Independently making unique websites for clients and friends
- Coding entirely from scratch using Notepad++
- Creating visual assets, animations, & responsive layouts for all views
- Never relying on bootstrap templates or site builders
- Giving thorough notes to clients when pushing updates and changes

2022

- Taught freshmen how to use Construct 3, a video game design program
- Created and vigorously rehearsed a lesson plan I wrote for the class
- Developed a sample game that I rebuilt several times as a tutorial
- Answered student emails for further help in developing their own projects
- Short time frame: Wrote, traveled, & taught my own lesson with 3 days notice

2019 - Present

- Assembling others' article designs for print & web view
- Creating the front and back covers of the issues
- Designing the staff and table of contents pages
- Post-editing and assisting in the designs of others
- Giving helpful feedback with a friendly environment



2018

- Designed articles written by others
- Frequently designed single pages and multi-page spreads
- Made original graphics that fit the theme
- Careful and minimal use of Copyright-Free images
- Worked in GIMP 2.10, Adobe Photoshop, and Adobe InDesign

2012 - Present

- Frequently making graphics for clients and friends
- Improving on designs by frequently showing progress
- Tasked with creating original art and assets
- Making static art, animations, pixel art, and other misc. things
- Acting professional with clients while also forming genuine friendships

Ask me for my references!