

about

I am a results-driven designer with a strong blend of creativity and strategic thinking, specializing in branding, digital media, print, and user experience. My solid marketing skills enhance my ability to create designs that effectively communicate brand messages and drive engagement. Known for my collaborative approach and attention to detail, I am dedicated to delivering high-quality designs that achieve measurable results and stay ahead of industry trends.

education

Texas A&M University BS in Business

2023

Minors in Leadership
and Communications

skills

- Adobe Creative Cloud:
 - » Photoshop
 - » Illustrator
 - » InDesign
 - » Premiere
 - » After Effects
 - » Animate
 - » Lightroom
- UX/UI Design
- 3D Modelling
- Vector-based Mapping
- Social Media Management
- Marketing
- Typography
- Iconography
- Brand Identity

work experience

Vivid Seats

March 2024 - May 2024.
Chicago, IL (remote)

Jr. Graphic Designer (Contractor)

- Designed and developed highly detailed stadium vector maps using Adobe Illustrator, significantly improving consumer engagement and navigation experience by providing clear, user-friendly visual guides for stadium events.
- Created high-quality front-facing assets for consumer use by utilizing Canon tools and technology, ensuring that visual materials were polished and professionally presented for optimal effectiveness.
- Conducted comprehensive audits of previous map iterations, systematically identifying and addressing inconsistencies and inaccuracies to enhance the overall effectiveness and reliability of the maps.

MindHome

May 2022 - August 2022.
Louisville, CO (remote)

Graphic Designer Intern

- Designed and developed modern tech landing pages and product pages for the company website's user interface using Figma, enhancing user experience and visual appeal through intuitive and contemporary design.
- Created engaging product graphics with Adobe Photoshop, contributing to visually compelling and consistent branding across digital platforms.
- Animated 3D product demonstrations using Blender, providing dynamic and interactive visual content to effectively showcase product features and functionalities.

SportsGrid

May 2022 - August 2022.
New York, NY (remote)

Account Manager Intern

- Created visually compelling social media content using Adobe Photoshop, adhering to the brand style guide and templates to ensure rapid and consistent release following notable sports events.
- Designed cohesive and engaging social media branding across multiple platforms, enhancing brand identity and increasing visibility through tailored and versatile graphics.
- Developed and maintained a streamlined workflow for producing timely social media assets, effectively capturing and promoting key moments and updates in the sports industry.

TWG Companies

May 2021 - August 2021
Newark, NJ (remote)

Graphic Design Engineer Intern

- Generated custom icons in Adobe Illustrator for UX/UI applications in a new web service, enhancing user navigation and interface clarity through visually intuitive design elements.
- Created dynamic animations of the company logo to improve brand presence and engagement across digital platforms, adding a modern and professional touch to visual assets.
- Acted as a liaison between the design and UX/UI teams, facilitating effective communication to ensure cohesive project development and alignment with user experience goals.

Freelance

October 2019 - July 2020.
(remote)

Graphic Designer

- Edited client photos using Adobe Photoshop and performed color grading in Lightroom, delivering images that enhanced visual appeal and met client specifications.
- Designed promotional images for musicians, creating eye-catching graphics that effectively captured and communicated their band identity and artistic vision.