

I'm a full-stack graphic & product designer melding interactivity with design in ways that promote design-thinking. My fluency in branding, UX, programming, advertising, and game design gives me the flexibility to approach problems in experimental ways and strengthens the work I do as a designer.

experience

2012-Present

Freelance Graphic Designer

Creative direction, branding & identity design, and app/web design across a range of products and clients. Specialization in typography, interaction design, and iconography.

2015-2016

Design Lead | *Pack House, LLC.* (Out of Business)

Designed & directed all aspects of the user experience, icons, and interface for a flagship web product. Oversaw all branding and marketing materials. Constructed visual systems for innovative and collaborative contract-builder and discovery interfaces. Developed the front-end for the product.

2015, 2016

Graphic Designer (Contract) | *Studio Unlisted*

Prototyped forms of interaction for internal and external digital products. Launched redesigned logos and identity systems for both individuals and nonprofits. Designed and developed sites & web-apps with integrated content management systems.

2013

UI Artist — Intern | *Scopely, Inc.*

Collaborated closely with design, development, analytics, and marketing teams to launch and update mobile games. Prototyped interfaces and icons for various games in early development. Designed social marketing campaigns and imagery.

skills

Identity & Branding Design	Publication Design
Vector Illustration	Screenprinting
User Interface / Experience	Interactive Design
Web Design	Game Design
Front-End Development	Packaging Design
Icon Design	Typography

technical skills

Content Management Systems	Git / Version Control
Adobe	Bootstrap
Designing for Analytics	Javascript / jQuery
Python	Unity
CSS / SASS / LESS	Cinema 4D
Sketch	C# / C++

education

2016

BFA in Graphic Design

California Institute of the Arts