



EXPERIENCE

Creative Media Designer, NEC

September 2012 – Present | Dallas, TX

I am responsible for ideation and execution of all forms of visual communication. I create interactive user experiences and user interfaces to display and promote NEC's solutions as well as email and newsletter templates for marketing campaigns. I design various print collateral from sales sheets and print ads to large-scale event and tradeshow signage. My duties also include video editing and post-production, 3D and 2D animation, event photography, and social media management.

Designer, Freelance

December 2010 – Present

I work with agencies and clients on web and UX design from creating user flows, wireframes, and mockups to front-end development. I create identity systems and illustrated works. I also storyboard and develop animations for video and motion graphics.

Art Direction Intern, Tilted Chair Creative

April 2011 – July 2011 | Austin, TX

I worked alongside a small team of creatives on logos for local businesses and startups, website layouts, presentation designs, and video editing.

Web Design Intern, National Instruments

August 2009 – December 2010 | Austin, TX

I handled print and web projects including branding and identity, illustration for promotional materials, website product features, and landing page layout design.

EDUCATION

University of Texas at Austin

Bachelor of Science in Advertising – May 2011

SKILLS

Mac & Windows OS
Adobe Audition
Adobe After Effects
Adobe Dreamweaver
Adobe Illustrator
Adobe InDesign
Adobe Photoshop
Adobe Premiere
MAXON Cinema4D
CSS/HTML

JavaScript/jQuery
PHP
WordPress

Hubspot Inbound Certification
Illustration
Photography
Social Media Management

AFFILIATIONS

Member of AIGA - DFW Chapter
Board Member of Monsters of Type

ABOUT ME

I'm an Interactive and Brand Identity Designer. Art and design have always been my way of making sense of the world. I rely heavily on my skills in front-end development, illustration, 3D modeling & animation, and photography. I enjoy working on as many facets of a project as possible and experimenting with new mediums. I welcome mistakes in the design process because they lead me to see things from different perspectives and even help me develop stronger solutions.