
EXPERIENCE

Fantasy

Junior Product Designer

Nov 2016 – Feb 2017

Applied Interaction and Visual Design skills to clients' internal and consumer-facing web apps.

Applied competitive and comparative audit research to proposed new feature sets.

Worked with Sketch and InVision to design and prototype user flows.

Jawbone

Product Experience Intern

May 2014 – Aug 2014

Lead Designer on project *UP Developer Platform Redo*.

Refined and perfected user flow and wireframes based on user (usability) and developer (feasibility) feedback.

Created a visually professional-looking design that would appeal to developers and elegantly reflect Jawbone's brand.

AgoraNet

Web Design Intern

Jan 2012 – Dec 2013

Visually re-skinned client websites; developed designs using HTML and CSS.

EDUCATION

Rochester Institute of Technology

New Media Design Major, 2016

Entrepreneurship Minor

SKILLS

User Experience

Wireframes

User Flow Diagrams

Information Architecture

Prototyping

Competitive Audits

Ideation/Sketching

Visual Design

Style Guides

Motion Design

Vector Illustration

Typography

Grid Systems

HTML/CSS

SOFTWARE

Sketch

InVision

Keynote

Cinema 4d

Adobe Photoshop

Adobe Illustrator

Adobe AfterEffects

Adobe InDesign