

CONTACT



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SOFTWARE

Adobe Photoshop
Adobe Illustrator
Adobe Indesign
Monday.com
Google Suite
Solidworks
AutoCAD
Outlook
Keyshot
Blender
Figma
Rhino
Trello

ACTIVE SKILLS

Design/Market Research
User-Centered Design
Aesthetic Sensibility
CAD/3D-Modeling
Problem Solving
Graphic Design
UX/UI Design
Collaboration
Organization
User Testing
Prototyping
Spanish (Intermediate)
Customer Service

James Madison University Class of 2021
Industrial Design B.S.

CSA Designer at Advansix Chemical Plant

August 2024- Current

As a CSA Designer at AdvanSix, I collaborate with multidisciplinary teams to design and develop structural, civil, and architectural solutions for industrial projects within the chemical plant. I create 3D models and drawings using AutoCAD and CADWorx, conduct field verifications, and ensure compliance with safety standards and industry codes. My work includes designing foundations, steel structures, and drainage systems while supporting operations with accurate utility markings and engineering project deliverables.

UX/UI Designer, Freelance and Full-time for Broadtime LLC

May 2020 - August 2024

Organized and consolidated complex information to assist in creating a manual for new record stores joining Broadtime's service. Later duties involved UX/UI work, leading the modernization of client store websites, enhancing the customer journey. Also worked to restructure TunePortals, Broadtime's content management platform, simplifying menus and improving user onboarding. Mastered Figma for efficient design collaboration, demonstrating expertise in UX/UI design, information architecture, and user-centric design principles.

Brand Experience Designer at General Services Corporation

August 2022 - March 2023

Sole graphic designer overseeing brand management and system-level improvements. Spearheaded brand enhancement strategies and led diverse projects, including elevating property branding, logo design, signage updates, website enhancements, and event collateral. Worked closely with First Impressions Printing, prepping files for print on various marketing projects, utilizing project management skills and software such as Monday.com, and learning production related skills and requirements to ensure accurate brand color matching. Demonstrated adaptability and creative prowess in consistently elevating company visuals and branding.

Creative Design Sales Consultant at The Tile Shop

April 2022 - August 2022

Worked closely with clients to pull selections of coordinating tile, as well as creating detailed visualizations of the final installation using SketchUp. Job duties focused on customer service, relationship building, and interior design work.

Design Consultant and Production for Milton Honey Farm

June 2021 - October 2021

Worked as a graphic design consultant for product packaging, brand marketing, and signage, as well as assisted in production for sustainable honey-bee related products such as honey soaps, beeswax lip balms, and beeswax lotion bars.

Umbai - Vienna Studio

May 2019 - July 2019

Participated in a five-week program, immersed in Viennese culture and provided unparalleled exposure to world-renowned designers, artists, artisans, and architects. Engaged in immersive observational studies and dynamic creative exchanges, fostering a holistic understanding of global artistic perspectives and interdisciplinary creativity. Acquired valuable adaptability and cross-cultural communication skills, contributing to a more enriched artistic journey.

Augmented and Virtual Reality Designer at X-Labs

January 2019 - May 2019

Worked in an interdisciplinary team with the goal of using AR/VR to revolutionize medical professional training, concentrating on speech language pathology. Gained hands-on experience in AR/VR development, honing Unity skills, interdisciplinary teamwork, and innovative problem-solving. Conceptualized and then actualized an MVP in Augmented Reality using Unity as our primary tool.

Intern at Solarmill

June 2018- August 2018

Learned to use parameters in Fusion360, a new 3D modeling program. Had the opportunity to work on several projects in a full wood, metal, and CNC machining shop, as well as to learn the ins and outs of running a small business as a designer. Honed CNC skills creating a coat rack comprised of 37 nested pieces, allowing the production of two units per plywood sheet.

