

Awarded Bradley University's UX Design Student of the Year twice (Freshman and Senior years). Seeking a full-time, UX/UI designer role where I can apply my design skills, collaborative approach, and problem-solving skills to create intuitive, engaging, and user-friendly interfaces.

Open to relocation.

CAPTRS – Contract UX Designer (Remote, Part-time)

May 2025 – Present

- Partnered with domestic and global team members for serious game projects.
- Lead UX designer for CAPTRS Institute website and other digital branding.
- Created internal and customer facing interfaces for game platforms.
- Independently created and managed a component library to be used across a variety of digital mocks and interfaces.

Caterpillar Inc. – UX Designer, Intern (Peoria, IL)

May 2024 – May 2025

- Partnered with Cat® Digital team members to understand their desired outcomes and translated them into effective design solutions.
- Dedicated 40 hours weekly in collaboration with two cross-functional teams at Cat® Digital for summer internship; sustained involvement during both the Fall and Spring semesters of senior academic year (part-time basis).
- Created wireframes, prototypes, and high-fidelity mockups for a variety of web, mobile, and Cat® application projects, such as VisionLink® and Cat® Rental.

Placebo Entertainment, LLC – Lead UX Designer (Peoria, IL)

May 2024 – August 2024

- Within 14 weeks, collaborated with a 19-member, multifaceted development team to self-publish a game on Steam, receiving a positive review score.
- Managed UI, art, and implementation teams to tight project deadlines while sustaining 40 hours a week with external internship.
- Crafted a compelling storyline reinforced with appealing UI designs.

Lead Concepts – Marketing Intern (Irving, TX)

May 2022 – August 2022

- Worked closely with the 4-person marketing team to ensure clients' designs were implemented accurately and efficiently.
- Created unique client and internal deliverables to help promote and increase online presence.
- Designed visually engaging graphics, booklets, videos, and promos using the Adobe Creative Suite.

UNIVERSITY PROJECTS, UX DESIGN LEADER

- FUSE 2025: Appointed by faculty as UX representative for feedback/QA team
- Self-Published Game, August 2024: *Beyond the Marion* (Steam.com)
- FUSE April 2024: *Neon Harbor Jet Ski Force*
- FUSE April 2023: *Party Crashers*
- BU Game Production, December 2023: *Camp Splinterwood* (Itch.io)

ABOUT ME

I am an outgoing UX designer that makes technology feel human. I believe that if designed correctly, anyone from a Baby Boomer to a Gen Z can understand how to use technology. Let me help technology understand you.

EDUCATION

BRADLEY UNIVERSITY, PEORIA, IL (MAY 2025)

B.S. in User Experience Design, Game Design, with Honors
4.0 overall GPA, Phi Kappa Phi

SKILLS & TOOLS

- Figma
- Adobe Creative Suite
- Wireframing
- Prototyping
- Mockups
- User Research
- QA Testing
- Visual Design
- Agile
- Scrum
- Jira
- Unity
- Webflow
- Designed for HTML/CSS

EXTRACURRICULAR

Student tour guide, UX Club (VP), Fencing Club (VP), Running, Weightlifting, Improv Comedy, Gaming