

Experience

Visual Experience Designer at Ampers&nd Interactive
Dec 2024 — Jun 2025

- Collaborate with designers and engineers to develop an immersive game experience
- Lead design of assets including motion graphics, visual identify, creative direction, and marketing material
- Design various experience touchpoints including user orientation and event evironment design

Graphic Design and Photography Intern at Oscar de la Renta
May 2024 — Aug 2024

- Create design assets such as promotional materials, event graphics, lookbooks, social media content, invitations, back-drops, and signage
- Conduct market research and developed visual presentation decks for product launches
- Assist, retouch, and edit images for marketing platforms

Creative Director at Fabrick
Aug 2022 — Aug 2023

- Lead multidisciplinary creative team to revamp organization's social media presence, visual identity, and content strategy
- Design and oversee the creation of promotional graphics, event flyers, and digital marketing materials
- Capture and edit event photography

Graphic Designer at New York State Pollution Prevention Institute
Aug 2023 — May 2024

- Create conference pamphlets, infographics, project books, and various motion graphics
- Develop and implemented an interactive project impact map using GeoJSON and live data
- Film, script, and edit promotional video content

Graphic Design Intern at Today's Power
June 2023 — Aug 2023

- Create graphic assets and marketing advertisements for company partnerships
- Edit interview report videos and create graphic animations
- Design and prototype new user interface for website

Education

Rochester Institute of Technology
B.F.A. New Media Design
Minor in Advertising and Public Relations

School of Interactive Arts
Game Design and Development

Skills

Tools

Adobe Creative Suite, Figma, Webflow, HTML, CSS, JavaScript, Java, Python, C# Cinema 4D, Blender, Fusion360

Visual

Graphic Design, Typography, Branding Identity, Motion Design, 3D Modeling, Video Editing, Photography, Retouching

Interaction

UI Design, Wireframing, Rapid Prototyping, Design Systems, User Flows, Competitive Analysis, Heuristics Evaluation, Copywriting, User Personas, Documentation

Leadership

Fabrick: Fashion Collective

Co-founder, VP	2021 — 2025
Marketing Director	2022 — 2023
Events Coordinator	2023 — 2025

Fabrick Magazine

Creative Director	2023
Editor-in-Chief	2024

Beyond Fashion Show

Motion Leader	2023
Production Designer	2022 — 2023