

EDUCATION

UNIVERSITY OF MICHIGAN

Ann Arbor, MI

*Bachelors of Science Information
UX Design & Research
Minor in Graphic Design*

TOOLS

FIGMA

ADOBE CREATIVE SUITE

InDesign, Photoshop, Illustrator,
After Effects, Premiere

SKILLS

DIGITAL PROTOTYPING

User interface design, interface
animation

USER RESEARCH

Usability testing, interviewing,
other various methods application

ILLUSTRATION

Drawing, printmaking, painting

AWARDS

NYC ART STUDENTS LEAGUE PRINTMAKING SHOWCASE

Honorable mention for linoleum print

STAMPS UNDERGRADUATE JURIED EXHIBITION

Work selected for the 2020-21
exhibition

STAMPS SCHOOL OF ART SCHOLARSHIP

Fall 2019 - Spring 2023

RELEVANT EXPERIENCE

RED BULL May 2025 - Jul 2025

Graphic Designer

- Designed merchandise, posters, postcards, and over 15 iterations of various print collateral for Red Bull North America's pilot back-to-back DJ event in Detroit, Michigan.

AREA 23 Dec 2023 - Aug 2025

Product Designer

- Designed end-to-end prototypes of 20 websites and apps for 5 different brands while implementing data-driven design choices, increasing accessibility across Area 23's digital content.
- Collaborated daily with around 5 cross functional teams including developers, project managers, and copywriters to launch email campaigns, social media posts, and websites.
- Facilitated client communication to bridge together design and business requirements while upholding brand guidelines and consistency.

THE SMITHSONIAN INSTITUTION Sep 2022 - Apr 2023

Lead Digital Product Designer

- Reimagined Smithsonian's 3D archive (the Voyager) through delivering one high-fidelity, detailed designs made scalable for mobile and web-based platforms.
- Created graphics and poster collateral to promote the Voyager on the Smithsonian's social platforms.
- Organized 20 weekly design reviews to prioritize and improve product features through synthesized research, driving the development of our creative design solutions.

SHOWTIME NETWORKS Jun 2022 - Nov 2022

Digital Product Designer and Researcher

- Led 3 research efforts via A/B testing, usability studies, and competitor benchmarks to understand customer needs, motivations, and pain points.
- Synthesized the quality of Showtime products through collected research and implemented human-centered design solutions.
- Maintained Showtime's design system and component libraries to uphold design quality and consistency throughout mobile, desktop, and 10 foot (TV) platforms.

ANN ARBOR ART CENTER Feb 2022 - May 2022

Graphic Designer and Gallery Assistant

- Designed 24 social media graphics to advertise A2AC's student scholarship program, increasing engagement on all platforms and scholarship applications.
- Developed A2AC's branding alongside head designer to elevate collateral and presentation materials.
- Assisted the curation of A2AC's first gallery opening in their newly renovated space.