

EDUCATION	ENTERTAINMENT EXPERIENCE	
<p>University of Florida B.A. Visual Art Studies 2019 Savannah College of Art & Design M.F.A. Graphic Design & Visual Experience 2025</p>	<p>Warner Brothers Discovery Product Designer Kids, Young Adults, and Classics: Digital Products Team March 2022 - Present</p> <ul style="list-style-type: none"> • Designing wireframes and high-fidelity mockups to support the stories within Cartoon Network, Turner Classic Movies, Adult Swim, and Wizarding World Digital • Working collaboratively with developers to ensure my designs are implemented accurately and efficiently within the final app or website • Redesigned the Cartoon Network app, created a gag website for Rick and Morty, interactions for the Harry Potter brand, and more 	
OTHER CREDENTIALS		
<p>Walt Disney Imagineering Imaginations Design Competition</p> <ul style="list-style-type: none"> • Semifinalist Team, Served as Team Leader <p>Annie Atkins Graphic Prop Workshop Workshop and Portfolio Builder in Dublin, IE</p> <ul style="list-style-type: none"> • Learned how to design and fabricate realistic, story building graphic props for film and TV <p>Themed Entertainment Creative Workshop Series</p> <ul style="list-style-type: none"> • Courses in Creative Writing, Seasonal Entertainment, Concept Art, and Pitch Decks <p>Puppet Building Master Class Workshop Center for Puppetry Arts, Atlanta GA</p> <ul style="list-style-type: none"> • Utilized sewing and crafting skills to create professional level Muppet style puppet designs 	<p>Encore Performing Arts Design Lead Orlando, FL 2019 - Current</p> <ul style="list-style-type: none"> • Worked on various productions including choral concerts, plays, and musicals such as Cabaret, Head Over Heels, and more with an all volunteer team • Design show art, programs, posters, and logos incorporating key production themes • Create graphics that are used for props as well as photo installations <p>The Walt Disney Company Graphic Design Associate Operations Training and Cast Experience at WDW April 2021 - March 2022</p> <ul style="list-style-type: none"> • Designed identities for internal operations, created a multitude of both print and digital graphics to help immerse WDW cast within the stories of the park • Created motion graphic videos to launch Disney's Genie+, designed Star Wars inspired content for Cast opening Disney's Galactic Starcruiser, and built celebratory presentations for the start of the 50th Anniversary celebration of WDW 	
FREELANCE		
<p>JRA, Current (Previous- Busch Gardens, MDSX) Graphic Design</p> <ul style="list-style-type: none"> • Exhibit design for upcoming museums • Graphics, Signage, Pitches for multiple theme park projects 	<p>The Walt Disney Company Multimedia Designer/Graphic Design Intern Facility Operation Services at WDW June 2019 - April 2021</p> <ul style="list-style-type: none"> • Illustrated storyboards and designed motion graphic videos to support engineering services in both domestic and international Disney Parks and Resorts 	
<p>NDM Hospitality Resort Marketing Graphic Design and Interactive Design</p> <ul style="list-style-type: none"> • Created marketing collateral to be used over multiple platforms for resorts such as Margaritaville, Encore, and more throughout the Orlando area and the Keys • Built elements for presentations, advertisements, websites, and environmental hotel graphics <p>Picture Perfect Holidays Slice Creative Network Production Designer and Illustration</p> <ul style="list-style-type: none"> • Brought illustrated characters to 'Story Book Stroll' and assisted in set decoration 	<th data-bbox="618 1178 1529 1247">ADDITIONAL EXPERIENCE</th>	ADDITIONAL EXPERIENCE
<th data-bbox="94 1646 618 1715">SOFTWARE & SKILLS</th>	SOFTWARE & SKILLS	<p>Cade Museum for Creativity and Invention Graphic Design Intern Gainesville, Florida Spring 2019</p> <ul style="list-style-type: none"> • Served as the sole graphic designer collaborating with the marketing team to create engaging content that promoted exhibits and events • Designed large scale environmental graphics, billboards, brochures, and social media graphics utilizing visually compelling content from current exhibits <p>TEDxUF Creative Director University of Florida 2018 - 2019</p> <ul style="list-style-type: none"> • Directed a team of ten to brand the TEDxUF conference and TEDxUF Salons • Designed the event's visual identity, website, merchandise, programs, and signage • Curated the TEDxUF Art Showcase and main event's stage design <p>Kimley-Horn: Chicago Graphic Design & 3D Visualization Intern Chicago, Illinois Summer 2018</p> <ul style="list-style-type: none"> • Worked alongside a team of engineers and landscape architects to create visual representations of complex data and technical information • Learned 3D visualization techniques in SketchUp to share concepts with stakeholders in a more immersive space <p>Volunteer Organizations</p> <ul style="list-style-type: none"> • AIGA Atlanta <i>Mentor & Mentorship Committee Member</i> • Haunt Comp <i>Design Team Member</i> • Themed Entertainment Association <i>Communications Committee Member</i>

- Photoshop
- Illustrator
- InDesign
- After Effects
- Premiere
- Adobe XD
- Figma
- Maya
- SketchUp
- Substance

- Product Design/UI
- Branding/ Logos
- Motion Graphics
- Digital Illustration
- 3D Modeling
- Photography
- Videography
- Project Management
- Set Decoration
- Copywriting