

An Edmonton based designer interested in exploring the way people interact and play within digital and printed spaces to create powerful user experiences.









Education

University of Alberta — *Bachelor of Design* Edmonton, AB I 2017 - 2022

Tools

- · Adobe Creative Suite
- · Figma
- · Rhino 3D
- · Keyshot Studio
- · Git and Github

Skills

Development

- · HTML/CSS
- · Python and Java understanding

Hands on

- · Vector illustration
- · 3D modelling and printing
- · Papercrafting
- · Video-editing

Research

- · Persona building
- Storyboarding
- Prototyping
- · Wireframing

Interpersonal

- · Empathy towards others
- · Collaboration
- · Active listening
- · Communicating with others collegially

Work Experience

Artificial Intelligence in Medical Students Society (AIMSS)

Volunteer Graphic Designer | Sept 2021 - present

- In the process of updating their logo and creating a cohesive set of branding guidelines
- · Collaborated alongside co-presidents and co-founders to determine the direction of designs.
- · Created flyers, social media graphics and ad's to promote upcoming AI and science related events on campus.

University of Alberta: The Community Student Engagement Group

Contract Graphic Designer | 2021 - 2022

- · Worked within the U of A brand visual system
- Created and presented initial concepts, sketches, research and strategy to stakeholders and the Engagement group.
- Designed a book featuring the 11 student works in a bound and digital formatted publication.
- Collaborated alongside local printers to produce the final printed publication.

Capital City Regiment (Non-profit Organization)

Volunteer Visual Designer | 2018 - 2020

- · Designed and illustrated web graphics for their social media
- · Built official organization site through a website builder
- Took charge of printing posters, flyers and physical forms of advertisements
- · Created brand new promotionals for student recruiting events (print and video)