

Design strategy  
Community strategy  
Project management  
User experience  
User engagement  
Design for good

## work experience

### Freelance Designer

#### Portland, Oregon

November 2015 to Present

- Working with non-profits and small businesses to create and build web identities
- Establishing timelines for project production

### Graphic Designer/Content Manager

#### Capital Projects and Construction

#### Portland State University, Portland, OR

August 2017 to Present

- Creating user friendly systems that support multiple departments
- Managing website content and imagery
- Creating infographic material for both a public-facing and internal audience

### Junior Design Intern

#### Mercy Corps HQ

#### Portland, OR

January 2019 to July 2019

- Creating imagery for social media platforms
- Supporting the brand team and internal departments with projects through design production

### Producer

#### Graphic Design Program

#### Portland State University, Portland, OR

March 2019 to June 2019

- Coordinating tasks and teams that work towards a successful event
- Assessing and quickly solving issues as they arise
- Supporting designers and creating design touchpoints (both digital and print) as needed

## education

### Bachelors of Science

#### in Graphic Design

Portland State University

June 2018

### Associates of Art & Associates

#### of Applied Science Diploma in

#### Graphic Technology

Iowa Central Community College

May 2015

## programs

Photoshop  
Illustrator  
In-Design  
Bluebeam  
Rhino 3D  
HTML  
CSS/jQuery  
Brackets  
Cyberduck  
Keynote  
Sketch  
Drupel  
Bridge

**\*References available  
upon request**

## projects + community

### Producer

#### Matthias Kemeny Lecture

#### Series: Silas Munro

Spring 2019

The inaugural lecture of a series aimed to connect and introduce national/international designers and design theories to the Portland design community

### Digital & Print Designer

#### WeMake: Disrupt Conference

October 2018

A fundraising conference that took a look at how disruption in art and design affects the process and work

### Project manager

#### Fresh

Spring 2018

A PSUGD invite-only graduation portfolio show

### Design Strategist/Consultant

#### Be Honest

Spring 2018

Sophomore, junior, and senior showcase of design work to the design community

### Designer

#### Mentorship

Winter 2018

Partnership that pairs juniors/seniors with sophomores to help them through the portfolio review

### Project manager/Event Producer

#### Portland State Open House

Winter/Spring 2018, Spring 2019

Yearly opening of the doors to the College of Art + Design