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TECHNICAL DESIGNER New Media student with a 3.9+ GPA and a focus on interactive systems, UI implementation, and logic-driven design. Bridges the gap between aesthetic goals and technical constraints using a background in front-end development, 3D workflows, and digital content creation. Passionate about building elegant, user-centric tools and experiences.

EDUCATION University of North Carolina at Asheville | Asheville, NC *Bachelor of Arts in New Media (Interactive Design)* | Expected May 2026

TECHNICAL PROJECT mu.gen | *HTML, CSS, JS*
Mar 2026 - Ongoing

- Designed and engineered a responsive web application for generative functional music for various life contexts.
- Developed a generative audio system using Tone.js to create music real-time.
- **Relevance:** Demonstrates ability to program UI logic, manage state, and create functional systems.

PROFESSIONAL EXPERIENCE Design Assistant *UNC Asheville - New Media Department* |
Nov 2023 – May 2026

- Manage digital asset pipelines for departmental promotions, ensuring strict adherence to brand guidelines and technical specifications.
- Execute high-fidelity design work using Adobe Creative Suite, translating abstract concepts into production-ready assets.
- Optimize design workflows to increase output speed without sacrificing visual quality.

Freelance Independent Creative Services *Self-Employed* | Feb 2022 – Present

- Translate client requirements into functional digital products and design systems.
- Solve implementation challenges by balancing visual fidelity with platform limitations.
- Deliver projects on strict timelines, managing scope and stakeholder expectations effectively.

SKILLS

- **Development:** Python, JavaScript, HTML5/CSS3, Git/GitHub
- **Design & UI:** Figma, Adobe Illustrator, Photoshop
- **Audio:** Reaper (DAW), Sound Design, Synthesis
- **Engines & 3D:** Blender, Unreal Engine 5
- **Methodologies:** Design Thinking, Responsive Design