



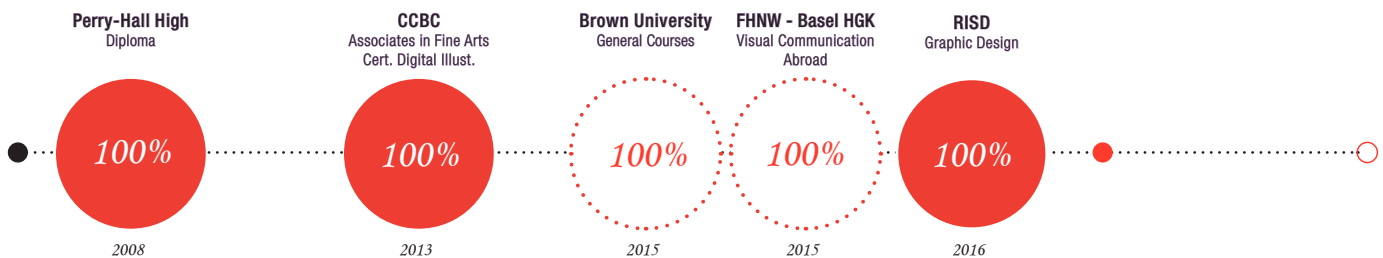
PHILOSOPHY

“DESIGN CREATES CULTURE.
CULTURE SHAPES VALUES.
VALUES DETERMINE THE FUTURE.”

EXPERIENCE

- **NYU Tandon, Brooklyn NY**
Graphic Designer, July 2016 - January 2017
At NYU Tandon School of Engineering I was able to work with the communication team to visually convey a particular message, “Tech in Service to Society”. Part of my time there I was able to design, layout, and produce internal and external promotional and marketing material through print and create infographics, and video footage to show the talented students and professors at Tandon.
- **NAIL Communications, Providence RI**
Assistant Video Editor Intern, March - May 2016
Making & assisting visual stories telling from video content received from potential clients through NAIL.
- **Hack@Brown, Providence RI**
Front-End User Interface, Dec. 2014 – Nov. 2015
Worked with the Hack@Brown team to produce color schemes, and reorganizing their web pages.
- **RISD Type Center, Providence RI**
Type Faculty Attendant, Sept. 2013 – May 2015
Engaging and collaborating with students in book making, poster printing, and letterpressing.

EDUCATION



PROGRAMS & SKILLS

HTML	● ● ● ● ● ● ● ● ○ ○
CSS	● ● ● ● ● ● ● ○ ○ ○
J-Query	● ● ● ● ○ ○ ○ ○ ○ ○
Color	● ● ● ● ● ● ● ● ● ●
Layout	● ● ● ● ● ● ● ● ○ ○
Print	● ● ● ● ● ● ● ● ● ○
Typography	● ● ● ● ● ● ● ● ○ ○
Creativity	● ● ● ● ● ● ● ● ● ●
Cinema 4D	● ● ● ● ● ○ ○ ○ ○ ○

OBJECTIVE

Obtain a graphic design position and to imply my ideas of story-telling and work in a graphic design environment that is driven, creative, and open to new ideas of design.

RELATED STUDIES

- A-** **Color**
Development of the perception of color and its use as a tool for the graphic designer. Testing appearance of color relationships in complex structures.
- B** **Mapping Information**
Using information structure and visual systems of form, color, and typography, to communicate complex information through the use of maps, graphs, charts, and diagrams.
- B+** **Design, Develop, Evaluating User Interfaces**
Understanding when to use different interfaces, modeling and representing user interaction, principles of user experience design, methods for designing and prototyping interfaces, and user interface evaluation.

HOBBIES

