

I design products that improve the work and personal lives of people who use them.

EXPERIENCE

Studio Moshi World Designer 04/2026 to 6/2026

- 3D design for environments, vehicles, and props. Key background illustration

Anthony Schepperd Animation Key Background Artist 09/2025 to 10/2025

- Key background illustration for music video.

Neeve (Ruca) Lead Designer 07/2025 to 11/2025

- Designed node-based UI system for IT/OT to manage commercial real-estate operations and user permissions.

Argo Design Lead Designer 01/2025 to 04/2025

- Concepting and design definition for insurance client portal, agent and client interfaces.
- Created components for internal team use in Figma.

OneWorld (Zone) Lead Product & Motion Designer 03/2024 to 04/2025

- Design, illustration, and motion graphics for a small device screen.

Alterea Games Game UX Designer & 2D/3D Artist 03/2024 to 04/2025

- Designed interfaces, environments, and assets for educational game.
- Animated cut-scenes and transitions.

Warner Music Group Lead Designer 06/2022 to 03/2023

- Led team to design database management system for music releases.
- Research and testing with A&R managers.
- Close collaboration with engineering team due to complex data.

Compass Senior Designer 12/2021 to 05/2022

- Information architecture, user flows, wireframes, UI, and prototypes for bespoke marketing app used by real-estate agents.
- Research and testing with agents to inform design directions.

Huge Senior Designer 07/2021 to 10/2021

- Client management system using Salesforce's UI.

Isobar Senior Designer 09/2020 to 01/2021

- Responsive design and testing of Enterprise Car Rental e-commerce.

Frog Design Senior Designer 08/2019 to 10/2019

- Research to create innovative solutions for a financial client.

Momentum Design Lab Principal Designer 10/2016 to 05/2019

- Managed clients on several solo projects.
- Design of apps for startups with unique concepts ranging from functional data management dashboards to innovative concepts.
- Conducted workshops, coordinated with developers and junior designers, presented work in client review sessions, and conducted usability tests.

Digitas Senior Designer 08/2013 to 06/2015

- Designed prototypes for pitches and won several new business clients.
- Won several awards for Chicago Parks District app, which I designed from start to finish, in collaboration with Digitas' illustration team.

AWARDS

Chicago Interactive Marketing Awards 2015

- Best Chicago Community Outreach
- Best Local Chicago Campaign

Kickstarter Staff Pick: Comics 2015

MENTORING

Pursuit 2018 to 2019

- Conduct mock interviews with software development students.
 - Presentations on UX in the tech industry and career paths.
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EDUCATION

Illinois Institute of Art 2008

- BFA, Visual Communication