

EDUCATION

California Institute of the Arts, BFA
in Graphic Design (2020–2024)

TECH PROFICIENCY

- * Photoshop
- * Illustrator
- * InDesign
- * After Effects
- * Premiere Pro
- * Figma
- * Risograph
- * EPSON Wide Format

EXPERTISE

- * Motion Graphics
- * Brand Identity
- * Imagemaking
- * Printmaking & Silkscreening
- * Art Direction
- * Typography & Lettering
- * Illustration
- * Animation

AWARDS + RECOGNITION

- * Lilian Disney Scholarship
- * Olive Hyde Art Guild Scholarship

EMPLOYMENT

Blue Revolver, INC. NOV 2024–PRESENT, LOS ANGELES, CA

Graphic designer at Blue Revolver, INC., an event-production studio that does it all—interiors, custom furniture, brand activations, production and operation, and fabrication and installation. Heavy specialization in motion graphics and environmental graphic design. Work also includes merch design, brand identities, printed matter, deck layout, and an occasional website.

Clockshop NOV 2024–PRESENT, LOS ANGELES, CA

The sole graphic designer at Clockshop, an arts nonprofit organization that works with and within the local community and public land in Los Angeles, building connection and preserving the environment. Creating identities for artist projects and the organization itself—spanning print material, event wayfinding and signage, promotional graphics, and social media content.

Anything Shop, Motion Designer MAY 2023–PRESENT, LOS ANGELES, CA

Freelance graphic and motion designer assisting in keyframe design and animation for lyric and promotional videos, as well as design for album art and merchandise for music artists like Summer Walker and Towa Bird, as well as shows like *Arcane*.

3D-Identity, Graphic Designer AUG 2024–PRESENT, REMOTE

Contract graphic designer in charge of environmental branding and design for clients such as Google and OKX. Follow company brand guidelines to assure cohesiveness throughout various office locations, creating wayfinding, murals, and wall graphics.

CalArts, Teaching Assistant JAN 2023–MAY 2024, VALENCIA, CA

Provided students with technical and creative support, gave demonstrations and tutorials on software (After Effects, Figma, InDesign, Illustrator, Photoshop), and provided feedback and developed class critique culture.

CalArts, Riso/Wide Format Tech SEP 2021–MAY 2024, VALENCIA, CA

Operated and maintained CalArts's RISO EZ-591U and EPSON Stylus Pro 9900 Wide Format printers. Assisted in file formatting and print production, with occasional design feedback.

Bangmac Creative, Design Intern MAY 2021–AUG 2022, REMOTE

Design intern working with a small team of four to design, illustrate, and edit concepts and create mockups for environmental branding and design in office spaces, restaurants, and related environments. Work included signage, murals, and wall and floor graphics.