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2021 - 2023 MFA Design California College of the Arts San Francisco, CA 2014 - 2019 BA Graphic Design Azusa Pacific University Azusa, CA

PARTICIPATING

LA Art Book Fair 2025

SF Art Book Fair 2024 SF Art Book Fair 2025

BOG @ FOG Design and Art Fair 2023

SF MOMA Small Press LA Art Book Fair Book Bazaar 2023 2023

2025
Art Director
Apple

 Leading the visual design and development of various campaigns and productions

Collaborate across internal teams to produce high level, iconic work **EXPERIENCE**

2024
Production Designer
Apple

› Graphic design support for post-production team

 Developing mockups, presentations, deck building, and printing deliverables OTIS MFA Graphic Design Art Book Fair 2023

2022 - 2023 Teaching Assistant California College of

Design as a Worlding Practice, Spring 2023 and Graphic Design Tools, Fall 2022

> Critiques, discussions, preparing presentations, and leading workshops SF Art Book Fair

2023

SF MOMA Small Press Book Bazaar 2022

2022 Summer Design Intern Godfrey Dadich Partners

 Design exploration, brand expressions, deck building, and production

 Collaborating with the strategy and editorial teams

FREELANCE

2025 **Glitch and Grit**Living Creative

2025 AIA California Monterey Bay Design Conference 2026

2025
Minnesota Street
Project
San Francisco Art
Book Fair 2025

2025 Meier St/ 2024
The SF Standard

2024 SFBUILD

Counter Initiative Conference

2024 Off Hours Foul Odor

2024 Chattooga Conservancy 2024 AIA Co

the Arts

AIA California Monterey Bay Design Conference 2024

2022 - 2024 EYRC Architects 2021 - 2023

California College of the Arts

2021

Natural History Museum of Los Angeles Bug Fair Connected

SKILLS

InDesign Book-making
Illustrator Screenprinting
Photoshop Riso Printing
After Effects Sewing
Figma + Sketch Notion

ok-making HTML/CSS
reenprinting Slack
o Printing Office 365
wing Google Suite

I'm a graphic designer based in San Francisco, currently working as an Art Director at Apple. My personal practice spans publication design, identity systems, and graphic production, with a focus on design thinking and craft-driven methodologies.