



Professional Summary

Passionate about the intersection of art and technology, I aspire to create innovative, visually compelling, and functional solutions. With a focus on emerging trends and cutting-edge tools, I strive to develop tech-forward solutions that drive meaningful change and sustainability in the industry.

Skills

Project Management, 3D Prototyping,
Graphic Design, Creative Direction,
Design-Thinking, Video Editing

Work Experience

The Workshop @ VCU - Digital Media Specialist

August 2024 - Current

- Assist users with AV studios, 3D printers, sewing machines, and more.
- Teach sewing machine workshops.
- Provide software support (Adobe Suite, 3D slicers, Cricut, FL Studio).
- Troubleshoot equipment and ensure smooth operation.

Freelance - Graphic Design / Animation / Clothing Resale

2021 - Current

Uptown Cheapskate - Cashier, Buyer

June 2022 - February 2023

- Evaluated secondhand clothing for resale.
- Assisted customers with styling and sales.
- Organized and maintained store inventory.

Red Bird Screen Printing - Operations Associate

June 2021 - May 2022

- Participated in entire screen printing process from prep and production to cleanup and delivery.
- Assisted with design prep and ensured print quality.

Education

Virginia Commonwealth University - Richmond, VA

- Fashion Merchandising Major
- Mixed & Immersive Realities Studies Minor
- Deans List (3.93 GPA)
- VCU Honors College

Software

(4/5) Illustrator (Vector Graphics)
(4/5) Photoshop (Raster Graphics)
(4/5) FL Studio (Audio Production)
(4/5) Blender (3D Modeling)
(4/5) All G-Suite tools
(4/5) ChatGPT, Claude, Gemini (AI)
(4/5) Adobe Aero (AR Experience)
(3/5) Premiere Pro (Video Editing)
(3/5) OBS (livestream Recording)
(3/5) Creality (3D Printing Slicer)
(3/5) Figma (UI Design)
(2/5) Notion (Workflow)
(2/5) TouchDesigner (Performance)
(2/5) InDesign (Print Graphics)
(2/5) After Effects (Motion Graphics)

and many more

Additional

- Grew a YouTube channel for over 2,400 subscribers with over 140,000 views, teaching 3D modeling and animation using Blender and Adobe software.
- Built my own Ender 3 3D printer and used it to create jewelry and fix household problems.
- Developed an award-winning Fashion Scholarship Fund case study recognized by Neiman Marcus and a panel of Industry professionals.