

EXPERIENCE

- **Senior Designer**
Impact Trial Consulting
New York, NY. July 2018 - current
 - Creating presentations and litigation graphics
 - Client facing, problem solving, visualizing complex processes
 - Working with attorneys and graphics teams
 - Works largely with Powerpoint, Illustrator, Photoshop, and After Effects
- **Graphic Designer**
Maison Rouge
New York, NY. November 2015 - July 2018
 - Creating designs for home decor items
 - Typography and vector designs
 - Creating packaging, branding and mock up lifestyle shots
 - Worked with Illustrator, Photoshop and Keynote
- **Game Art Intern**
Pixel Dash, LLC
Baton Rouge, LA. May 2014 - August 2015
 - Worked alongside the lead artist
 - Assisted with game development, wireframes and UI/UX designs
 - Created social media advertisements and 2D in-game character art
 - Modified 3D rigs
 - Worked with Photoshop, Illustrator, Git, Maya, and Unity
- **3D Artist**
3DE
Baton Rouge, LA. May 2015 - August 2015
 - Created visual mockups and sketches
 - Created 3D animated environment to represent an economy
 - Worked with Maya and Google SketchUp

EDUCATION

Louisiana State University

Baton Rouge, LA. August 2011 - May 2015

Bachelor of Fine Arts in Digital Art

Minor in Art History

Minor in AVATAR (Arts, Visualization, Advanced Technologies and Research)

SKILLS

Adobe Photoshop	● ● ● ●
Adobe Illustrator	● ● ● ●
Adobe Premiere	● ● ● ○
Adobe After Effects	● ● ● ○
Adobe InDesign	● ● ● ○
Adobe Animate	● ● ● ○
Autodesk Maya	● ● ○ ○
Unity	● ● ○ ○
HTML & CSS	● ● ○ ○
Git Clients	● ● ● ○
Microsoft Office	● ● ● ●
Keynote & Pages	● ● ● ●

KNOWLEDGE

- Illustration
- Typography & Design
- Vector Art
- Photography & Editing
- Videography & Editing
- Animation & GIFs
- Social Media
- Storyboarding
- Wireframes