

## WORK EXPERIENCE

### Impact Trial Consulting

New York, NY

#### Associate Art Director | Jan. 2022 - Present

Senior Designer | July 2019 - Jan. 2022

Designer | July 2018 - July 2019

- Creating specialized graphics and presentations to aid juries, judges, experts, etc.
- Creating 100+ illustrations for internal asset library
- Conceptualizing complex processes and creating high-level illustrations and animations
- Client facing, leading cases and teams, working onsite with associates and partners
- Training and hiring new designers, maintaining and developing internal workflows
- Managing multiple cases while maintaining client-specific formatting and styles
- Working largely with Powerpoint, Illustrator, Photoshop, and After Effects

### Maison Rouge

New York, NY

Graphic Designer | Nov. 2015 - July 2018

- Created typographic and vector designs for home decor items
- Created packaging, branding and mock up lifestyle shots
- Worked with Illustrator, Photoshop and Keynote

### Pixel Dash, LLC

Baton Rouge, LA

Game Art Intern | May 2014 - Aug. 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

## EDUCATION

### Louisiana State University

Baton Rouge, LA | Graduated May 2015

Bachelor of Fine Arts in Digital Art

Minor in Art History

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

## SKILLS

### Adobe Creative Suite

- Photoshop
- Illustrator
- Premiere
- After Effects
- InDesign
- Adobe XD
- Animate

### Microsoft Office

- Powerpoint
- Word
- Excel
- OneNote

Keynote & Pages

Maya & Blender

Unity

Git Clients

## KNOWLEDGE

Illustration & Vector Art

Typography

Graphic Design

Presentation Design

Data Visualization

Photography & Editing

Videography & Editing

Animation & GIFs

Social Media

Storyboarding

Wireframes