EXPERIENCE



GRAPHIC PRODUCTION () FERN EXPO

Feb 2024 - Current

- Large format digital prepress/printing/production
- Large printers, and CNC machine operation & maintenance
- Fast-paced project timelines, interdepartmental collaboration

FOUNDER

Jan 2015 - Current

PAPERSCISSOROCK CREATIVE

- Print, web, identity, illustration, production, 2D/3D motion design
- · Management of all business, financial, and legal aspects
- Manage international clients/projects, while employed part-time

MULTIMEDIA DESIGNER

Apr 2014 - Apr 2015

WILDEBYDESIGN

- · Worked directly with owner & multiple clients across various mediums
- Print, web, identity, motion, layout, package, & environmental design
- Brought on as intern, offered partnership, retained clients freelancing

VOLUNTEER DESIGNER

May 2009 - May 2011

PLAY 31

0

- Webmaster for a non-profit organization aimed at war reconciliation
- · Graphic content, marketing, promotions, and special events planning
- · Worked closely with the founder and creative director

ADMIN. SENIOR CSR

Aug 2007 - Feb 2014

SETON HEALTH / UT PHYSICIANS

- Physician credentialing, billing issue resolution & claims appeals
- Patient authorization & education for services/diagnostics purposes
- Offered permanent position after trial, then moved into a leadership role

INTERNSHIP

Jan 2006 - Aug 2006

CITY ON FIRE

- · Worked closely with the founder and creative director
- · Designed and published HTML & flash-based sites for local clients
- Offered independent lead role on projects after showing abilities

SUMMARY

A multimedia designer passionate about efficient problem-solving, effective storytelling, and quality work. I have an extensive background in print and web design, and experience with video, motion design, and 3D.

My diverse skill set, experience with various industry professionals, and willingness to learn has helped bring success to projects I've worked on, both as an individual and as a team player. I'm in search of a team where I can achieve personal and common goals with dedication, dependability, and strategy.

SKILLS



Published and awarded for graphic arts, alongside development of organizational systems, business ethics, client relations, time management, leadership initiative, communication, and technical skills.

PHOTOSHOP	••••••
ILLUSTRATOR	••••••
INDESIGN	••••••
AFTER EFFECTS	••••••
CINEMA 4D	••••••
UNREAL ENGINE	••••000000
AUTOCAD	••00000000
PREMIERE PRO	••••••
MUSIC	••••••

EDUCATION



CINEMA 4D BASECAMP

2022

BACHELOR OF FINE ARTS

2004 - 2007

CORE CURRICULUM

2001 - 2004

MEDICAL FOUNDATIONS

SCHOOL OF MOTION 0

- 3D modeling, lighting, cameras, animation, and compositing

TEXAS STATE UNIVERSITY - MULTIMEDIA DESIGN

• National Honors Society, Dean's list; 3.25 GPA/140 hrs

AUSTIN COMMUNITY COLLEGE

Core curriculum

HEALTH CAREERS HIGH SCHOOL

MERITS



PUBLISHED

- Graphis New Talent Annual 2007/'08 Print
- · Graphis Journal 2008 Multimedia

AWARDS

- Ralph Award + Medal of Excellence 2006 & 2007
- Best of Advertising @ AIGA Expose Yourself 5
- Bronze medal @ Art Directors Club of Houston 51
- Judges' Choice @ Art Directors Club of Houston 51