

Summary

Creative problem solver specializing in Graphic Design and UX/UI. Primarily focused on flexible design systems, bold visuals, UI engineering, and end-to-end product development, from user research and high-fidelity prototyping to code implementation and deployment. Utilizes distinct visual identities, emerging design trends, and front-end tools to build cross-disciplinary digital and physical experiences.

Education	FH Salzburg University for Applied Sciences	Communication Design
	September 2025 – February 2026	Study Abroad
	Southern Utah University	BFA in UX/UI & Graphic Design
	Expected April 2027	Cedar City, UT
	Northern Wyoming Community College	AA in Fine Art
	August 2022 – May 2024	Sheridan, WY

Experience	Graphic Designer	January 2026–Present
	Southwest Technical College	Cedar City, Utah
	Collaborated directly with college staff to translate design requests into brand-compliant marketing collateral, including digital ads, large-scale signage, and vehicle wraps. Managed external print vendors to oversee quoting, production, and final installation, ensuring high-quality execution across all mediums.	
	Graphic Design Intern	June 2025–September 2025
	Alpha Graphics	Sheridan, Wyoming
	Executed small-format editorial work and large-format printing projects, managing the entire pipeline from initial client consultation and mock-ups to printing, cutting, and on-site installation. Controlled quality and cost estimation across diverse mediums, including stadium banners, vehicle vinyl, and marketing booklets.	

Skills	Design	Tools	Development
	Prototyping User Research Branding Accessibility / WCAG Photography	Figma Illustrator Photoshop Lightroom InDesign Robofont	HTML CSS GSAP

Familiar With	Design	Tools	Development
	Information Architecture Motion Graphics	After Effects WAVE Framer	Python JavaScript