

FABRICATORE

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The inherent responsibility of a designer is not to fix the world, but understand how we break it. I aim to make things that delight—that are just novel enough that they create happy surprises for all.



EDUCATION



AUG 2020 **College for Creative Studies** MAY 2024

BFA Communication Design



WORK **EXPERIENCE**



SEPT 2023 **Lunar North**

PRESENT Motion Design Intern

> Producing motion and storyboards for major tech and automotive clients. Spearheading the redesign and re-construction of the company website.

SEPT 2023 College for Creative Studies

PRESENT Marketing Department Work Study

> Working with UX team in the large-scale redesign of the school's main website, focusing on user flows and layout construction.

MAY 2023 Scene

PRESENT Co-Founder, Partner

> Delivering innovative design solutions to high-profile clients in social media, tech, and film. Developing in-house production technologies. 1M+ views in first two months with in-house content.

MAY 2023 Ford Motor Company @D-Ford

AUG 2023 Digital Design Intern

> Collaborated with leadership to develop a universal UX system for the entire Human-Centered Design department. Contributed to bleeding-edge tech for Ford's future product offerings.





AWARDS AND **MENTIONS**

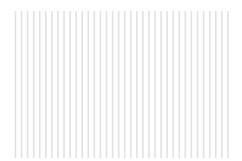


DEC 2023 LG Wonderbox Showcase Hologram Billboard in Times Square

CommArts Interactive Competition Shortlist Boolean HMI Project

CCS Student Exhibition Boolean HMI Project

CommArts Interactive Award Susan Kare Interface



SKILL SET



5 YEARS	Adobe Suite	Ps Ai Pr Id Ae Lr
6 YEARS	Affinity Suite	
3 YEARS	Blender	æ / ⊗FSPY 🥮 FLIP
3 YEARS	Figma	🗗 / 🦠 FIGJAM
9 YEARS	Apple Pro Tools	一 ※
1 YEAR	Substance Suite	Pt / SBSAR
3 YEARS	DaVinci Resolve	
2 YEARS	Meta Spark	
4 YEARS	Panic Tools	6
10 YEARS	Code	F F Js V php

