

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

Experience	Graphic Designer Southwest Technical College	January 2026–Present 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 Alpha Graphics	June 2025–September 2025 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
	UX Design Prototyping User Research Visual Design Branding Accessibility / WCAG Photography	Figma Illustrator Photoshop Lightroom InDesign Robofont	HTML CSS GSAP JavaScript

Familiar With	Design	Tools	Development
	Information Architecture HCI Motion Graphics	After Effects WAVE Framer	Python Typescript React Next.js