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A passionately multi-disciplined designer, I pride myself on technical art that serves a purpose. After years designing for customers I want to coordinate with teams on bigger projects, especially games. I love to think about visual appeal as well as function, and how an audience will approach things from different angles. My main goal is to continue using my technical design experience in a creative cooperative field. On top of my full time job I consistently take on freelance commissions and crave collaboration with other artists.

### Awards & Bibliographies:

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Honor Roll: 2009 - 2013, Academic Achievement Award in Fine Arts 2013  
Article "Tessamack: Pokemon Scavenger Hunt" Fangz Media, October 2019

### Work History:

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<b>Endurance Intl Group</b>	<b>Newfold Digital</b>	<b>StarHammer Comic</b>
Dec 2016 - Sep 2017	Sep 2017 - 2022 Present	Aug 2015 - Oct 2018
Design Services	WordPress Live Tutoring	Concept art, Color, SFX

### Skills and previous duties:

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- Very detail-oriented, will deliver projects on a tight turnaround following style guides.
  - Flexible and quickly adapts to new programs. Able to bridge loose concepts into technical.
  - Skilled in compiling information, and organizing to share and iterate in Agile processes. Managing databases and files, using automation tools like search and replace.
  - I love to teach people, and bring an upbeat optimism to a project. Patient and willing to offer alternative methods.
  - Lifelong passion for game design and creating interactive worlds. Proficient with designing experiences for a wide range of business and media.
  - Half a decade within WordPress, including troubleshooting funnels to refine user interfaces.
  - Creating a variety of live-tracked vtuber models focused on aesthetic movements, expressing emotion, and audience interaction.

### Software:

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- Microsoft Applications (spreadsheet formatting, typing 80 WPM)
  - Adobe Suite (Mainly Photoshop, Illustrator, After Effects)
  - Blender (Modeling and Materials, animation)
  - Live2D (Character rigging and animations)
  - Jira (Project outsourcing to Glowtouch, creating clear concise design packets)