

I don't just want a job, I want to be able to make a living doing what I love, using design to create and improve people's lives.

## WORK EXPERIENCE

[User Experience Design Intern](#) / Concur Labs / Bellevue, WA / Summer 2017

I worked on forward thinking projects aimed at integrating Concur products into future spaces. I had the opportunity to use emerging technologies like AR, VR, and smart devices. I went through a UX process from research, to ideation, finally culminating in a physical prototype.

[Graphic/Web Designer](#) / Joseph Zimmer DDS / Seattle, WA / Fall 2016

Created different types of branding such as logos, business cards, notepads, and letterheads. Redesigned the practice website.

[Software Engineering Intern](#) / The Landlord Guru / Washington DC / Summer 2015

[Front End Design Intern](#) / We The Players / Washington DC / Spring 2015

[Software Design Intern](#) / Intergen / Seattle, WA / Summer 2014

- Performed UX analysis on core Intergen applications to refine Information Architecture, UI, and functionality.
- Provided input and assisted a team to help create portals for the WDC.

[Front End Developer Intern](#) / ProtoExchange / Hamilton, NY / Summer 2013

- Designed and maintained web interfaces for both external and internal applications and frameworks.
- Helped design a real-time python web application.
- Used UX design process to refine website functionality, and worked in a fast-paced startup culture.

## EDUCATION

[University of Washington](#) / Seattle, WA / 2015 - 2016

Masters of Human Computer Interaction and Design

[Georgia Institute of Technology](#) / Atlanta, GA / 2010 - 2014

Bachelors of Science in Computational Media

## SKILLS

UI/UX, Interaction Design, Prototyping, User Research, Motion Graphics, Visual Design

After Effects, Premier Pro, Illustrator, Photoshop, Adobe Creative Suite, Final Cut Pro, Cinema 4D, Maya, Unity

HTML, CSS, JavaScript, Java, C, Python, JQuery, Git, AngularJS, PHP, FileZilla, D3, Bootstrap, p5, Arduino

## ACTIVITIES

[Freelance Design Work // Stryve](#) / Spring 2017

Worked with a startup to help create a video for social media marketing purposes. Work included defining narrative structure, storyboarding, cutting footage, and compositing work. Video assembled in After Effects.

[Passive Haptic Learning-Steno Team](#) / Spring 2014

A research project focused on determining how well people perceive haptic vibrations on different fingers. Project included user studies about human perception and haptics, as well as interaction design and industrial design work.

[AirServ Website Improvement](#) / Spring 2016

Assisted the non-profit company AirServ International by updating code, images, links, and video on the website.

[Teds Apocalypse Mobile Game](#) / Winter 2015

Helped design an iOS game in team of 5 developed in Xcode, which then migrated to Unity.

[Sketchworld Mobile App](#) / Winter 2013

Helped design an augmented reality mobile app where users can share drawings "placed" in the real world. Currently finishing.

[Georgia Tech Film Club](#) / August 2013 - December 2014

Helped make short films from pre-production to post-production. Strong points include video editing and grip work.