

Punchcut - Interaction Designer

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03/18 - Present

## WORK EXPERIENCE

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•	Designed holistic experiences for web, mobile, wearables, and TV experiences
	for clients in gaming, financial, e-commerce, and technology industries

- Developed use cases, personas, storyboards, wireframes, and prototypes
- Produced interaction systems, design specifications, and interactive prototypes
- Led brainstorming and concepting sessions with clients

## SPONSORED PROJECTS

Never Abandon Imagination - Interaction Designer & Developer 09/17 - 12/17						
•	Collaborated with a cross-disciplinary team at Academy of Art to build and design an interactive installation in Unity for Tony DiTerlizzi's <i>Never Abandon Imagination</i> exhibit at the Norman Rockwell Museum.					
Ger	09/17 - 12/17					
• Worked in a collaborative team at Academy of Art to design a concept car for General Motors.						
EDUCATION						
Aca	09/14 - 12/17					
Bachelor of Fine Arts, Web Design & New Media						
AWARDS						
citiz	09/30/2017					
Boy Scouts of America - Eagle Scout Award				03/30/2010		
TOOLS						
Sket XD Figr Prin		Origami Studio Protopie Illustrator Photoshop	After Effects InDesign Unity HTML/CSS			