

education

BFA in Visual Communication
Ball State University,
Class of 2015

skills

Brand & Identity
Environmental Branding
Experiential Design
Wayfinding
Publication Design
Presentation Design
Storyboarding
Multimedia
Illustration
Direct Mail
Pre-Press

experience

L!VE: Art Director

March 2018 – present

Assist in overseeing a team of designers to support clients with collateral ranging from event logos and identity systems, environmental branding and large format wayfinding, interactive displays, presentation graphics (PowerPoint and Keynote), animation storyboards, and virtual event websites. Create graphics and concepts for the L!VE subsidiary, 3DX Scenic, including corporate interiors, three-dimensional displays, signage, and stage graphics. Communicate with clients, venues, and vendors on simultaneous projects, remaining within budget and adhering to strict deadlines.

Everything But The House (EBTH): Graphic Designer

July 2015 – January 2018

Supported all departments with digital and print collateral. Developed concepts and final artwork that would effectively communicate to various target audiences. Solely responsible for the coordination of print production with multiple vendors for all materials, from brochures to signage to direct mail campaigns. Ensured efficiency in cost and quality of all printed products. Collaborated with design team on seasonal art direction and asset creation to remain creative while maintaining the look and feel of the brand.

Ball State Recreation Services: Graphic Designer

January 2013 – May 2015

Developed print and digital marketing materials to promote the Recreation Center's intramural sports, sport clubs, fitness classes, and Outdoor Pursuits programs, while in line with the University brand. Conceptualized and created campaigns which included posters, t-shirt designs, web banners, and social media artwork. Photographed events and corrected images as needed.