

SUMMARY

Interdisciplinary designer and technical artist with experience in graphic design, interactive media, UI/UX, and digital fabrication. Skilled in translating complex ideas into clear, visually engaging, and interactive experiences through visual systems and user-centered design. Experienced with Adobe Creative Cloud, Figma, Unity, HTML/CSS, and interactive media tools, with a strong ability to collaborate across creative and technical teams.

EDUCATION

University of Utah	Technical Art · Master of Entertainment Arts & Engineering	2026/08 – 2028/05
School of the Art Institute of Chicago	Art & Technology · Bachelor of Fine Arts	2021/08 – 2025/05
Relevant Coursework: UI/UX Web Design, Illustration Tech Lab, Digital Media, Experimental 3D		

EXPERIENCE

Curaxuan LLC	Game Artist	2025/04 – 2026/08
- Composited game level environments in Unity, integrating environment assets, UI, animation, and VFX - Collaborated with designers to improve tutorial flow and level guidance, enhancing visual clarity and player navigation - Participated in playtesting and the iteration process, improving the visual and play experience		
Narrow Bridge Arts Club	Design & Production Intern	2024/09 – 2024/12
- Designed and produced a cohesive visual wayfinding system consisting of 20+ signs and posters for a shared creative environment - Prepared Illustrator files for laser-cut production and maintained organized production workflows and documentation - Facilitated workshops, guiding participants on equipment operation protocols and safety regulations		
SAIC Continuing Studies	Teaching Assistant	2024/10 – 2024/12
Course: Brand Identity System Supported students in developing design projects; provided individualized feedback on layout, typography, and visual communication through iterative critique and revision.		
280 Digital Fabrication Studio	Studio Monitor	2022/10 – 2024/05
- Monitored the operation and maintenance of laser cutting machines and 3D printers - Provided technical support for file preparation, equipment operation, and registration for 3D printing and laser cutting processes, including demonstrations of Adobe Illustrator, JobControl, 3D modeling, and slicing software.		

SKILLS

Design: Photoshop, Illustrator, InDesign, Figma
Game: Unity (Shader Graphs, Particle Systems, UI Canvas), Unreal Engine (Material Editor, Sequencer, Blueprint)
3D: Maya (MEL & Python Commands, Rigging, UV Unwrapping), Substance Painter, Blender, 3D Printing
Web: HTML, CSS, P5.js, JavaScript (Responsive Design, Interactive Code),
Video: After Effects (Motion Graphics, VFX), Premiere Pro