

Education

Rochester Institute of Technology | Rochester, NY

Bachelor of Fine Arts in *New Media Design*

Minors in *Game Design* and *Creative Writing*

Related Courses: Design Elements, UI/UX Design, Interaction Design, Motion Graphics, 3D Design

Projects

Floss Boss (Interactive Exhibit Experience)

Fall 2025 - Spring 2026

- Presented a full-body playable interactive experience to 20,000 attendees at Game Developers Conference 2026 in San Francisco, as part of a team of six designers and four developers.
- Developed engaging and noticeable animations that respond to player input and help guide users throughout the gameplay experience.
- Animated clear and intuitive user feedback which indicate the player's current status and situation.

A Kiosk for Olive Garden (Extensive User Experience)

Spring 2025

- Conducted a full user experience study with the purpose of creating a hypothetical in-store takeout ordering kiosk for the traditional Italian restaurant chain, Olive Garden.
- Research included a full heuristic evaluation on existing products, in-depth hardware, software, and accessibility considerations, and several user flow diagrams charting interaction across several screens.
- Designed an organized and intuitive flow of interfaces for the kiosk that allows users to easily navigate through the experience with little pain or error.

Forager (Interactive Website Prototype)

Spring 2025

- Designed and developed an animated prototype for an interactive website experience designed to allow users to virtually forage for and learn about the benefits of various mushrooms.
- Conducted a comprehensive user experience study including persona creation, UI trend research, and competitive analysis.
- Ideated across multiple wireframes and design styles before settling on the best possible visual identity.
- Completely rendered and animated a uniquely styled 3D environment, alongside a functional and intuitive navigational flow of user interfaces.

Merits

Design Work Featured in Zagreb Design Week

Spring 2023

Experience

RIT College of Art and Design | Rochester, NY

Classroom Assistant

September 2025 - May 2026

- Assisting with providing a class of 16 students feedback and advice on their design work, regarding visual style, readability, etc.
- Developing concept demos of upcoming assignments for students to reference and take inspiration from for their own designs.

RIT Drumline | Rochester, NY

Secretary + PR

August 2022 - May 2026

- A comprehensive redesign of the club's brand and visual identity, highlighting uniformity among our online and on-campus presence.
- Administering the club's social media presence, curating engaging graphics and imagery for Instagram posts and producing edited video content.

RIT Assessment, Technology, and Communications |

Rochester, NY

Student Life Graphic Designer

May 2025 - August 2025

- Conceptualized, developed branding strategies, and solved design problems to integrate RIT's visual identity across 21 internal departments throughout the Division of Student Affairs.
- Collaborated with the Head of Design Services and other designers to produce marketing and graphic solutions to promote programs events, services, merchandise, and more.
- Introduced motion graphic opportunities to on-campus digital displays to add movement to otherwise static marketing and promotion slides.

Skills

Software

- Figma
- Rive
- Spline
- Framer
- Cinema 4D
- Adobe Creative Suite

Design

- Product Design
- Interaction Design
- UI/UX Design/Research
- Motion Graphics
- Graphic Design
- 3D Design
- Augmented Reality