

CAREER OBJECTIVE **To develop an engaging and extensive body of work; as well as continuing my education as a designer through collaboration and personal experience.**

EDUCATION BFA Graphic Design, Georgia State University Spring 2007.

TECHNICAL SKILLS Photoshop, Illustrator, InDesign, Flash, After Effects, HTML/CSS

Proficiency in traditional media/illustration, printmaking techniques, bookmaking, and photography.

PROFESSIONAL EXPERIENCE 9.07 - 8.08
Screen Five Media: Junior Interactive Designer
Designer at web/interactive design studio. Research, concept, and design for web/interactive based projects. Worked with clients such as Coca-Cola, DirecTV, Better Homes & Gardens, UPS, Wal-Mart, and Taylor Publishing.

6.07 - 9.07
Peachtree Playthings: Junior Designer
Designer at toy/stationery company. Created original illustrations, package design layout, prepared comps for client review, presented concepts for various client projects. Worked with clients such as Disney, and Warner Bros.

5.06 - 8.06
Primal Screen: Full Time Intern
Shared a variety of responsibilities at broadcast design studio, including digital ink and paint, color-keying, and motion graphics. Worked with clients such as Disney Channel, PBS Kids, Cartoon Network, and HBO Latin America.

RELATED WORK AND RECOGNITION 2006
Received the Susan Babush Memorial Scholarship. Presented annually at the College of Arts and Sciences Awards Ceremony, this scholarship was established in memory of Susan Babush. The award is granted on the basis of artistic ability.

2006
L'Avenue Art Gallery - Featured Artist Exhibition

2008
Mint Art Gallery - "Persona" Photography Exhibition