



education

## UNIVERSITY OF CINCINNATI

- \* COLLEGE OF DESIGN, ART, ARCHITECTURE AND PLANNING  
Candidate for Bachelors of Science in Interaction Design, May 2015 — 3.68 GPA
- \* COLLEGE OF ENGINEERING AND APPLIED SCIENCE  
Candidate for Minor in Computer Science, May 2015 — 4.00 GPA
- \* *Cincinnatus Scholar / Dean's List, Fall 2010–2014*

experience

## THE BRANDERY

FALL 2014

- \* TECHNOLOGY INTERN / CINCINNATI, OH
  - › Assisted fledgling startups in meeting technical goals during a 14-week program.
  - › Provided feedback on the concept, design, and execution of websites, mobile apps, community growth hacks, and investor pitches.
  - › Built responsive sites to introduce offerings from startups like popAD and Wax Music.
  - › Developed a web application to serve popAD's administrative needs using AngularJS.
  - › Designed and programmed an online multimedia questionnaire to help Wax Music's users "discover their musical DNA" and improve their initial experience with the app.
  - › Set up a basic data API for Keego's online translation platform using Node.js & Express.
  - › Developed StartupSass, a site scaffold and style framework for accelerating web projects.

## APPLE, INC.

SPRING 2014

- \* WEB INTERN / CUPERTINO, CALIFORNIA
  - › Developed and tested new online search features for *developer.apple.com*.
  - › Designed front-end architecture for the Worldwide Developers Conference website
  - › Built internal tools for simplifying and automating team workflows.
  - › Co-developed an internal web app to help automate the process of judging WWDC Student Scholarship project submissions.
  - › Promoted best practices for webpages and web services.

SUMMER 2013

- › Improved the design and functionality of Apple's Developer site.
- › Developed a set of browser demos showcasing advanced web technologies in practice.
- › Designed and prototyped a new web platform for viewing Developer videos.
- › Updated the design of reusable site assets and a site-wide icon system.

## TRAILER PARK

FALL 2013

- \* WEB INTERN / HOLLYWOOD, CALIFORNIA
  - › Contributed to designs for websites, online games, digital advertising, and social media.
  - › Managed large asset libraries for projects with clients including Disney, AMC, and FX.
  - › Supported developers by creating and revising assets for project builds.

skills

- \* Unix (\*nix)
- \* Git & Subversion
- \* JavaScript, AngularJS, Node.js
- \* HTML, CSS, Sass, Bower, Grunt
- \* C++ & Objective-C, PHP, Python
- \* MySQL & MongoDB
- \* Rapid prototyping & user interfaces
- \* Photoshop, Illustrator, InDesign