



With expertise in **interface design**, **game design**, and **publication design**, my approach to design focuses on visual hierarchy and precise typography.

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PROFESSIONAL EXPERIENCE

Interface Designer / Isolary

OCTOBER 2020–NOW

I create user interfaces for this Portland-based web design agency. My work includes creating wireframes, user flows, high fidelity comps, and presenting work to clients. I engage primarily with four clients: Person Centered Tech, WebMD Health Plans, Living Room Realty, and Portland Children's Levy.

Creative Director / Trace Historical Games

JULY 2019–NOW

I started this table top games business to focus on historical game design. As owner, I handle all business development, marketing, game design, and visual design. I am producing three games for the 2021–22 period including tile-placement game *Fragments of Rome*, postcolonial empire-wrecking game *Imperial Sunset*, and a second edition of samurai action card game *Katana*.

Producer / Precipitation

JULY 2014–NOVEMBER 2016

As a video game production and marketing consultant, my primary client was Prologue Games and episodic adventure game *Knee Deep*. In addition to strategizing production of the game, I managed their website, social media, and designed graphics for digital store listings.

Developer Relations / Unity Technologies

APRIL 2011–JULY 2014

I worked with game developers using Unity software on multiplatform marketing and publishing opportunities. I also drafted monthly activity reports for 54 studios, negotiated development contracts, coordinated with development teams to produce games for mobile, smart TVs, PC, and consoles.

Writer / Prima Games

APRIL 2010–MAY 2011

I authored several comprehensive gameplay guides for console and handheld games including *Fallout: New Vegas*, *Last Planet 2*, *Dead Space: Extraction*, and *Shadows of the Damned*. Along with writing, I was responsible for capturing screenshots from the games and coordinating placement in book layout with designers.

EDUCATION

Portland State University

BS Graphic Design

BS History

summa cum laude

Portland Community College

AAS Graphic Design

SKILLS

Communication

- Public Speaking
- Writing

Digital Design

- Illustrator
- InDesign
- Photoshop
- After Effects

UI/UX

- Figma
- HTML/CSS
- InVision
- Sketch
- Squarespace
- WordPress

Leadership

- Project Management
- Strategic Planning

Productivity

- Abstract
- Basecamp
- Excel
- Keynote
- PowerPoint
- Slack
- Word