

EDUCATION

BA IN INDUSTRIAL DESIGN

Auburn University
2017-2021

- Graduated top 3 in the class
- IDSA Student Merit Nominee
- 3.7 GPA

MS IN INDUSTRIAL & PRODUCT DESIGN

Georgia Institute of Technology
2021-2023

- Interactive Product Design Lab Mentor
- 4.0 GPA

TOOLS

- Figma, ProtoPie, Webflow
- Full Adobe Suite
- Asana, Avion, JIRA, Notion
- UserTesting
- Procreate
- Webflow

WORK EXPERIENCE

Co-Founder

Atlanta, GA

Gigsurf.io

Aug. 2022 - Present

- I have spearheaded the product design, marketing and brand building.
- My innovative strategies have helped to disrupt the internship industry, leading the design of the platform. My success has been evident in the growth of the company.

Creative Director

Atlanta, GA

@CarteBlancheSupply @

May 2022 - Present

- As Creative Director of a luxury apparel brand, I have led the creative development and management of the brand to ensure all creative is onbrand & appealing.
- I have helped grow/develop the brand's social media presence, resulting in 40,000 followers, and plan, design, and shoot the release of monthly collections.

Product Designer

Remote Role

Paymentus

Nov. 2022 - Present

- Restructured and optimized the design department's file and project management system in figma to improve team workflow.
- Created a client facing ui theming product to allow financial institutions to customize the API product to ensure a visually seamless experience.

Product Design Intern

Atlanta, GA

Fanduel

May 2022 - July 2022

- Research, designed, tested and shipped on-boarding screens for a new personal betting kiosk in all FanDuel Sportsbook locations.
- Conducted a extensive analysis of FanDuel's till/counter betting experience working with teams across three verticles.
- Designed and revamped the FanDuel till screens to improve the UX and maintain FanDuels branding in their retail sportsbook touchpoints.
- Through testing, the till screens improved betting efficiency at the counter by 25%.

UI/UX Intern

Remote Role

Payveris

May. 2019 - Sept. 2019

- Solved user problems reported from the operations team based on feedback in the marketplace to improve user navigation and efficiencies
- Introduced and developed a dynamic toolkit with master components that improved UX design efficiencies by 20% in the upcoming flagship product
- Designed and edited the introduction video for their Flagship Bill Center product that was played at the Money20/20 Fintech Conference generating 30-40 leads.