

'16-09– Today	Microsoft Designer Redmond, WA	Interpreting the Fluent design language, born out of Windows, for PowerPoint, intelligent services in Office products, Win32 interface translations to macOS, inking experiences for Outlook mobile tablets and Office consistency, and reprioritizing how type is set on a slide.
'15-05– '15-08	Google Visual Design Intern Mountain View, CA	Designed Play entities, elements in reference to a persona, for scalability across the Store and Play consumption apps, unifying interaction and visual patterns, and identifying the role of a persona in the Play system. Designed and illustrated for Games: Play Now, vision project for Play Books sprint, and t-shirts for a college recruiting event.
'15-01– '15-05	Expil Freelance Designer Pittsburgh, PA	Designed lesson and activity experiences at Expil, a Pittsburgh start-up. Helped establish brand. Expil uses the web to create a global community of students and teachers by designing an active, user-dependent platform.
'14-05– '14-08	Apple Graphic Design Intern Cupertino, CA	Produced weekly iTunes music store content and designed artist pages, events, and album pages for artists at a global scale. Observed the landscape of global typography and presented ways to design for localized audiences that might perceive form differently. Made a motion graphics piece to supplement final presentation.
'12-08– '16-05	Carnegie Mellon University College of Fine Arts, School of Design Pittsburgh, PA B.F.A. Communication Design Minor Sound Design	<p>Biodesign Summit - Artist MoMA and SVA Gallery, New York, NY '16</p> <p>Design League - Organizer, Media Chair CMU, Pittsburgh, PA '14-'16</p> <p>Vapor Blaze: Schronic Sounds - Artist Neu Kirche Gallery, Pittsburgh, PA '15</p> <p>Lunar Gala Fashion Show: Vestige - Creative: Web CMU, Pittsburgh, PA '14-'15</p> <p>S.o.Design Lab, S.o.Art Lab - Equipment, Printing Consultant CMU, Pittsburgh, PA '13-'16</p> <p>Carnival Buggy Race - Live Broadcast Designer CMU, Pittsburgh, PA '13-'15</p>