

01/2019— Present	Freelance Designer Los Angeles	Graphic design, brand identity, motion design, illustration, art direction, production design, and/or video editing for clients such as Buck, MullenLowe, Media Monks, Snap Inc, Seed, sundae school, Blip Products, Listos California, Teenager Therapy, Smashbox, etc.
05/2023— 09/2023	ZTX Senior Designer Los Angeles / Remote	Designing the brand, marketing, wearables, and in-game icons for ZTX's web3 ecosystem of a Zepeto based game, cryptocurrency, digital fashion and home NFTs, and avatar builder. Web3 startup.
12/2021— 02/2023	Tinder Brand Designer Los Angeles / Remote	Designing, branding, ideating and pitching campaigns, partnerships, in-app features like Festival Mode, and illustrations on the Studio team. Consulted on the rebrand of Tinder with the agency Collins.
03/2020— 03/2021	Sid Lee Designer Los Angeles	Digital campaigns involving brand and motion design on the entertainment social team for clients like HBO, Dickies, Champion, Hanes, Netflix, TikTok, Hulu, STARZPLAY, Disney+, et cetera.
01/2019— 05/2020	Buck Permalence Designer Los Angeles	Styleframes, visual design, motion explorations, and experiential branding for digital spots and events ie. Apple's 'Wonderful Tools', Oculus Connect 6, Hololens momentum series, and Hulu '20 Upfronts
09/2018— 12/2018	72andSunny Creative Resident Los Angeles, CA	Graphic, brand, and experiential designer alongside nine other artists explored topics of immigration via installations at 72andSunny offices and Venice Beach.
09/2016— 09/2018	Microsoft Product/Visual Designer Redmond, WA	Office productivity suite experience and architecture, coherence and consistency, Fiscal Year 19+ Planning motion, marketing collateral, Win32 UI translations to macOS
05/2015 05/2014	Google Apple	User Experience Design Intern on Google Play (3 months) Graphic Design Intern on iTunes Music (3 months)
08/2012— 05/2016	Carnegie Mellon University School of Design Pittsburgh, PA	B.F.A. Communication Design
2023	Art Center Extension  Art Shows & Publicity	Spatial Experience Design, Materials & Modeling, Digital Painting, Sewing Lab, Licensing Art  attn: - Artist feature, 2020  Sundance Film Festival - 'Happy Happy Joy Joy: The Ren & Stimpy Story' Documentary Film - Motion Design segment, 2019  Colophon Foundry, Very Cool Studio - Project feature, 2019  Scottish Queer International Film Festival, Asian American International Film Festival, San Diego Asian Film Festival, Toronto Reel Asian Film Festival - 'Unspoken' film - Design, 2019  Buzzfeed Pero Like, Adweek, Muse by Clio, Mitu: 14000+ Missing Children - Artist, Venice Beach, Los Angeles 2018  Biodesign Summit - Artist, MoMA & SVA, New York 2016