

PROFESSIONAL SUMMARY

Digital Experience Designer blending game design principles with product thinking to create immersive & intuitive products that feel like experiences rather than interfaces. I design interactions & visuals that engage users, reduce friction, and bring clarity through thoughtful experience crafting.

Experience

Esports Media Director — William Peace University

January 2026 - June 2026

- Designed UI overlays that improved broadcast clarity
- Built Discord onboarding flows that increased community engagement

Chief Communications Officer — Student Government

May 2024 - May 2026

- Conducted user research to guide communication strategy
- Designed messaging flows that improved clarity across organizations

Orientation Marketing Coordinator — William Peace University

May - August of 2024 & 2025

- Created user-centered promotional materials
- Predicted first-year pain points and built content that eased the transition to college

Projects

Social Media Prototype — Say Cheese Photography App

- Built wireframes and interactive prototypes emphasizing high-quality image display and intuitive navigation
- Analyzed photography user trends for a dedicated visual-first platform

UX Case Study — William Peace Advising Services

- Led research efforts to identify pain points of users
- Built personas and user journey maps to clarify user needs and behaviors

Education:

William Peace University
May 2026
Bachelor of Arts:
Simulation And Game Design

Awards & Honors

- William Peace 2026 Creativity & Innovation Award
- William Peace 2026 Nancy J. Frazier Student Service Award
- Sigma Tau Delta English Honor Society

Creative & Technical Skills

3D Modeling & Animation

- Creates branded visual assets by modeling, texturing, and animating content in **Maya, Substance Painter, and Photoshop**

Interactive & Visual Design

- Creates clean, user-centered interfaces and interaction flows in **Figma** and **Illustrator** with strong visual hierarchy and typography.

Multimedia Production

- Produces and edits video, audio, and visual content using **Premiere Pro, Audition, & After Effects**
- Uses **Unreal Engine** to develop interactive marketing showcases and immersive presentation assets

User Experience

- Conducts research to shape messaging, **guide** creative direction, and **refine** multimedia campaigns.