

WORK

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| UNDER ARMOUR BALTIMORE, MD. | DESIGNER 2, FOOTWEAR - SPORTSWEAR | AUG. 2023 - PRESENT |
| | DESIGNER 2, FOOTWEAR - TRAIN / RECOVERY // Worked with signature train product lines (Project Rock) as well as flagship franchises within the recovery space (Ignite family). | AUG. 2022 - AUG. 2023 |
| | DESIGNER 1, FOOTWEAR - TRAIN / RECOVERY // Focused extensively on Recovery product and helped to implement new guidelines driven by data from bio-mechanics and engineering teams. | JUN. 2021 - AUG. 2022 |
| | DESIGNER 1, FOOTWEAR - TEAM SPORTS // Designed across multiple categories including Basketball, Volleyball, Golf, Lacrosse, and Run to create technical performance footwear. | APR. 2019 - JUN. 2021 |
| | 3D DESIGNER 2, FOOTWEAR // 3D modeled and rendered concept footwear, apparel, and store installations. // Created photo-realistic footwear renderings used in go-to-market handoffs. // Partnered with designers and factories ensuring design accurate tooling. | MAR. 2018 - APR. 2019 |
| | INDUSTRIAL DESIGNER / CAD SURFACER, FOOTWEAR // 3D modeled and rendered footwear concepts for reviews and catalogs. // Updated and maintained a company wide Virtual Sample Library. // Maintained 3D printing and model making lab. | JUN. 2014 - MAR. 2018 |
| MOSS ELK GROVE VILLAGE, IL. | TECHNICAL DRAFTER / DESIGNER // Technical blueprint creation for tradeshow installations using Solidworks. // Clear communication with Project Manager, Production Team and Clients. // Consistent updating of production schedule and work orders. | SEP. 2013 - JUN 2014 |
| CHICAGOLAND SPEEDWAY JOLIET, IL. | PHOTOGRAPHER / EDITOR - FREELANCE // On-site photography / video recording with post-production editing. // Created a website for consumer access to the photography. // Photos used in online track advertisements. | APR. 2013 - JUN 2014 |
| ADIDAS Portland, OR. | FOOTWEAR DESIGNER - ADIDAS x PENSOLE INTERNSHIP // Sponsored 3-week internship working with Adidas. | MAY. 2012 - JUN. 2012 |
| PENSOLE Portland OR. | FOOTWEAR DESIGNER - PENSOLE INTERNSHIP // 3-week crash course in the footwear design process. | AUG. 2011 - SEP. 2011 |

EDUCATION

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| UNIVERSITY OF ILLINOIS CHAMPAIGN, IL. | BACHELOR OF ARTS (B.A.). Industrial and Product Design | GRADUATED 2012 |
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HONORS / AWARDS

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| FINALIST | SMART HOME: DESIGN FOR DISABILITY | // Presented by Mesh01.com | 2018 |
| WINNER | FIX THE FREEZER MESS | // Presented by Mesh01.com | 2017 |
| 2ND PLACE | PRINTER DESIGN CHALLENGE | // Presented by Mesh01.com | 2017 |
| 2ND PLACE | KLIM GOGGLE DESIGN CHALLENGE | // Presented by KLIM | 2015 |
| INVITED DESIGNER | ENKWSA DESIGN STUDIO LIVE | // Presented by ENKWSA | 2012 |
| FEATURED DESIGNER | SMITHSONIAN FOLKLIFE FESTIVAL | // Presented by Smithsonian Institute | 2012 |

SKILLS

HARD SKILLS:

- CONCEPT SKETCHING
- MODEL MAKING
- PROCREATE
- ADOBE ILLUSTRATOR
- ADOBE PHOTOSHOP
- RHINO 3D
- KEYSHOT
- 3D PRINTING
- VIZCOM
- GEMINI
- GPT
- ADOBE AFTER EFFECTS
- KEYNOTE
- POWERPOINT

SOFT SKILLS:

- ABILITY TO CRITICALLY THINK AND CREATE INTERESTING AND EFFECTIVE SOLUTIONS TO VARIOUS CHALLENGES
- QUICK, THOUGHTFUL PROBLEM SOLVING ACROSS MULTIPLE DEADLINES
- CROSS FUNCTIONAL COMMUNICATION AND COLLABORATION
- ACTIONING ON LEADERSHIP FEEDBACK
- OFFERING CONCISE FEEDBACK
- CONSISTENTLY LEARNING NEW TOOLS TO ELEVATE PERSONAL PROCESS
- CONSUMER LEAD PERFORMANCE AND TREND RESEARCH

FOOTWEAR SPECIFIC SKILLS:

- ABLE TO STORYTELL AND CREATE VISUALLY COMPELLING CONCEPT DECKS THAT CLEARLY COMMUNICATE DESIGN INTENTION WHILE HITTING THE BRIEF AND PROJECT GOALS
- TAPE MODEL TO UPPER PATTERN REVISIONS
- DIGITAL 2D UPPER PATTERN REVIEWING AND REVISING
- NEW TOOLING CREATION
- TOOLING BLUEPRINT REVIEWING AND REVISING
- TOOLING 3D REVIEWING AND REVISING
- VARIETY OF MATERIAL EXPERIENCE FROM ENGINEERED KNIT AND MESH TO SYNTHETICS, NO SEWS, AND ROLLED GOODS
- HARMONIOUS MOLD TEXTURE SELECTION