



## 01 PROFESSIONAL STATEMENT

I'm easy going, but I always get the job done. Always looking toward the future, toward new technologies, new mediums, and better ways to solve the creative problems we face every day. I'm looking to learn and grow alongside others, enriching our world by questioning the status quo and never allowing room for complacency.

As I continue to design interfaces and shape brands, I want to make sure that while I'm solving challenges, I'm able to take the time to collaborate and let the creative process occur through whatever form it takes. I always want to help people, to give them a voice, solutions, and the best product possible. All the while, I love to have fun with those around me working toward our mutual and distinct goals.

## 02 WORK EXPERIENCE

- JUL 2015 - CURRENT  
**UI/UX Designer**  
FRESH CONSULTING
- JUL 2014 - JUL 2015  
**Graphic Designer**  
ZUM COMMUNICATIONS | MICROSOFT
- AUG 2012 - JUN 2014  
**Graphic Designer**  
CENTRAL WASHINGTON UNIVERSITY

## 04 EDUCATION

- SEP 2010 - JUN 2014  
**BFA in Fine Art | Graphic Design**  
CENTRAL WASHINGTON UNIVERSITY

## 06 REFERENCES



DIRECTOR AT ZUM COMMUNICATIONS  
**KELSEY FRAUSE**  
KELSEY.FRAUSE@GMAIL.COM



PROFESSOR OF GRAPHIC DESIGN AT CWU  
**DAVID BIELOH**  
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## 03 CORE COMPETENCES

- DESIGN FUNDAMENTALS
- ADOBE SUITE
- UX TESTING & PROCESSES
- DEVELOPER HANDOFF
- INTER-PERSONAL SKILLS
- RESOURCEFUL & DETERMINED

## 05 SKILLS

Photoshop	● ● ● ● ●
Illustrator	● ● ● ● ●
After Effects	● ● ● ○ ○
Sketch	● ● ● ○ ○
InDesign	● ● ● ● ○
Wireframing	● ● ● ● ○
Prototyping	● ● ● ● ●
Time Management	● ● ● ○ ○
UX Processes	● ● ● ○ ○
Charm	● ● ● ● ○
Puns	● ● ● ● ●

## 07 INTERESTS

