

Objective

I recently graduated as an MFA student studying and practicing Interactive Media at the University of Miami. I design and develop technology that explores human behaviors and communication. Interaction design, computer and software programming, web and mobile design, data visualization, and virtual reality technology are a few of my specializations.

Education

Coral Gables, FL **University of Miami** **August 2010 – May 2016**

- **Master of Fine Arts (2016)** in Interactive Media
- **Bachelor of Arts (2014):** Majors in Computer Science and Graphic Design/Multimedia, Minor in Advertising

Experience

UI/UX Developer **Mi9 Retail** **May 2017 – Present**

- Design screen layouts for Web and mobile solutions
- Lay the groundwork for new and existing screens; creating sketches, conceptual diagrams, interaction flows, wireframes, mock ups and interactive prototypes
- Create and reinforce a consistent look among a suite of products while meeting the needs of the business users
- Collaborate with other designers, development teams, product management, and business analysts to recommend features, experiences, and UI implementations

Software Developer & UX Specialist **Mars, Inc.** **June 2015 – September 2016**

- Created wireframes and prototypes, and developed initial web application to view and analyze cacao plant research
- Design web elements and visual schemes with HTML/CSS, and programming data visualizations using d3.js
- Conduct usability testing of cacao plant research tool prototypes through UX research methods

Data Visualization Specialist **University of Miami Compensation** **June 2015 – May 2016**

- Analyze data, design and program data visualizations and code website to display career pathing tool for workforce

Adjunct Professor **University of Miami School of Communication** **August 2015 – Present**

- CIM211- Interaction Design: Disciplines of user experience (UX) and interaction design (IxD)
- CIM111- Web lab: a practical approach to web development through the use of content management systems

Data Visualization & UX Specialist **The Miami Project to Cure Paralysis** **May 2015 – September 2015, Part-time**

- Designed and programmed data visualizations and visual schemes for web pages, including implementation of AngularJS
- Analyzed JSON data provided by researchers and determined best practices for visualizing data
- Managed and maintained web content on university servers

- Programmed and established software databases for querying collection items for use within entire organization
- Assisted digital repository librarian in updating and maintenance of university libraries digital collection with Omeka
- Developed applications utilized to organize metadata
- Designed visual schemes for web pages and programmed data visualizations and infographics using HTML/CSS and d3.js

Skills

- UX research, UI design and prototyping, UX writing, and visual communication
- Proficient in software development, computer programming, graphic design, web design, and debugging
 - Unity, Autodesk Maya, Xcode, Tableau, Command Line, Linux
 - Java, JavaScript, JQuery, C, C++, UNIX, PHP, SQL, XML, Ruby, HTML/CSS, d3.js, Python, AngularJS, NodeJS, and R
- Experience in building Arduino and Processing programs and projects
- Experience with using Adobe Creative Suite, Microsoft Office, and Apple software products