

SUMMARY

Junior Web Designer with experience building and launching responsive websites using CMS platforms, with a focus on usability, accessibility, and conversion-focused design. Skilled in WordPress, HTML/CSS, and Adobe Creative Cloud, with a strong foundation in UX/UI, typography, and layout. Proven ability to manage multiple projects, conduct quality assurance, and collaborate with clients and cross-functional teams to deliver polished, high-performing websites.

WEB DESIGN PROJECTS

Portfolio Website (Personal Project)

January 2021–Present

- Developed and launched a personal portfolio website from concept to deployment, showcasing web design and UX/UI skills through real-world project work.
- Built using WordPress/Webflow/HTML/CSS, demonstrating hands-on experience with CMS platforms and front-end development.
- Applied responsive design and optimization techniques to ensure consistent usability across devices.
- Structured content and navigation to highlight key projects and improve overall site flow and clarity.
- Continuously maintain and refine the site, implementing improvements based on usability and design best practices.

Web Designer (Contract), *Pop N Tops*, Remote

January 2026–March 2026

- Built and launched a responsive WordPress website, improving navigation, content clarity, and overall usability, resulting in a more professional online presence.
- Translated client requirements into wireframes and final layouts while applying consistent typography and branding, reducing revision cycles and improving design alignment.
- Developed custom front-end elements using HTML and CSS, ensuring accurate implementation of design specifications and enhancing site functionality.
- Optimized responsiveness, SEO fundamentals, and conducted cross-device QA testing, improving reliability and reducing post-launch issues.
- Created a functional e-commerce page, enabling online transactions and improving the customer purchase flow.

ADDITIONAL WORK EXPERIENCE

Walt Disney World Resort, *Merchandise Sales Cast Member*, Orlando, FL

June 2022–May 2026

Relief Coordinator (October 2025–Present)

- Coordinate daily operations for 40+ team members, resolving real-time issues and maintaining efficiency and service quality in a high-volume environment.

Department Trainer (August 2023 – Present)

- Train and onboard new hires while providing ongoing coaching, improving team performance, communication, and operational consistency.

Merchandise Cashier (June 2022 – Present)

- Deliver high-quality guest service resulting in 100+ positive guest recognitions and a Quarterly Award, demonstrating consistency and attention to detail under pressure.

Otisco Studios, *Game Design and Development Intern*, Remote

April 2025–October 2025

- Created UI elements, improving usability and delivering a more cohesive in-game experience.
- Produced and optimized assets for real-time performance, improving visual fidelity and gameplay smoothness.
- Collaborated with a 12-person team using structured workflows, improving production efficiency and reducing errors.

EDUCATION

Southern New Hampshire University, Hooksett, NH

Expected Graduation February 2027

BA in Game Art and Development

GPA: 4.0

The University of Tampa, Tampa, FL

May 2021

BFA in Animation, Minor in Interactive Media, Minor in Digital Art

Awards: Best 3D Animated Short (2021), Featured Game (Ferman Art Gallery 2021), Magna Cum Laude

SKILLS AND TOOLS

Web Design & Development

WordPress, HTML, CSS, JavaScript, Responsive Web Design, CMS

UX/UI & Visual Design

Typography, Layout, Visual Systems

Design & Creative

Adobe Creative Cloud (Illustrator, InDesign, Photoshop, After Effects, Animate), Figma, Canva

Collaboration & Tools

Microsoft Office (PowerPoint, Word, Excel, Outlook), cross-functional collaboration, communication

3D & Interactive

Maya, 3ds Max, Substance 3D Painter, Houdini, Unreal Engine 5