

EXPERIENCE

DECKERS — BRANDS —

FOOTWEAR & APPAREL DESIGNER

August-December 2023 / Intern
January 2024-current / Contract Designer
Hybrid (Santa Barbara, CA)

- assisting the footwear and apparel design process for the AHNU team
- leading a footwear design project, from sketching ideas, material selection, tooling, and tech pack creation for the factory
- designing with new, innovative materials
- working closely in triads with PLMs and PDs
- creating presentations in the fields of market research, competitor brands analysis, event overviews / takeaways

RIPPLE JUNCTION

TECHNICAL DESIGN INTERN

February-May 2023 / West Chester, OH

- assisted the technical and accessories design team with the creation of CADs and tech packs
- created 3D models of packaging for apparel items in Fusion 360, Illustrator, and Photoshop
- assisted with the sample intake and review process
- took the lead on a backpack design project from the ideation+sketching phase to 3D modeling, CAD, and tech pack creation

THULE[®] SWEDEN

PACKS, BAGS, & LUGGAGE DESIGN INTERN

May-August 2022 / Longmont, CO

- conducted trend, color, and material research and presented findings in weekly team meetings
- assisted in the sample review process including: measuring and comparing samples to tech packs, creating redlines, communicating with factories
- sketched and created CADs and tech packs for backpacks, packs, and luggages
- created logo renderings on product for marketing
- took the lead on several projects for research and design for product being released in the upcoming seasons

UGG[®]

WOMEN'S FOOTWEAR DESIGN INTERN

August-December 2021 / Goleta, CA
February-May 2021 / Remote

- assisted in the design process for the AW 22 and SS23 seasons for the women's footwear design team
- sketched footwear design ideas and developed CADs and tech packs
- created graphic prints in Illustrator used by the footwear and apparel teams
- participated in material meetings and learned about sustainable material innovation
- created logo stories and conducted trend/color/material research
- took the lead on the re-design of a clog style, including: creating a tape-up, sketching, creating redlines and communicating with the factory, and creating a CAD and tech pack

DAVIS WINCE *ltd* ARCHITECTURE

DESIGN RESEARCH ASSISTANT

Dec. 2020-February 2021 / Cincinnati, OH

- worked as a member of an interdisciplinary team with the goal of designing an innovative healthy home
- conducted research, interviews, and applied design thinking skills
- proposed the idea of a healthy home for the future for the final presentation

EDUCATION

UNIVERSITY OF CINCINNATI

Bachelor of Science in Design | Class of 2024

DAAP, College of Design, Architecture, and Planning
Industrial Design

Kappa Phi Lambda Sorority Inc.

Spring 2020-Current | Founding Member

- one of the founding members for the associate chapter at the university of cincinnati
- bringing cultural diversity onto campus
- hosting and organizing service, cultural workshops, and collaborative events with other organizations
- positions held: vice president, design, and fundraising

Multicultural Greek Council

January 2021-January 2022 | Head of Public Relations

- designed all graphics for events, the organization's instagram page, and website
- worked in conjunction with executive board members to oversee all multicultural sororities and fraternities
- collaborated with PR chairs from outside universities to host service events

Worldfest

Fall 2020 | Head of Programming

- planned and organized all events for UC's largest two-week celebration of diversity, including: reaching out to organizations and maintaining communication with all orgs to plan their event, creating an expense sheet to make sure event stays within budget

CHIBA UNIVERSITY

Chiba, Japan | October 2022-February 2023

- selected to participate in the Fall 2022 semester study abroad program at Chiba University
- took classes on: design communication, product design, implementing ai within design, and japanese language and culture

SKILLS

DIGITAL: procreate, fusion 360, adobe illustrator, photoshop, indesign, XD, and after effects, blender, sketchbook pro, key shot, microsoft suite, figma

DESIGN/ANALOG: sketching, trend, market, color, and material research, prototyping, sewing, 3D modeling, 3D printing, user journey maps, CAD and tech pack creation, redlines, sample review, soft goods, footwear, and accessories design