

## EDUCATION

Bachelor of Science in Product Design, Minor in Business  
ArtCenter College of Design – Anticipated Graduation April 2024

### Specialized Coursework at ArtCenter

#### EarthWalkers/Roamer Tote

May 2022

*Footwear and bag manufacturing*

- Designed and manufactured a pair of sneakers and messenger bag.
- Produced sketches and concepts for pattern-making process.
- Selected materials, sewed the components and hand-lasted the final shoe design.
- Integrated a tech pack with material samples, and processes for manufacturing.

#### BeoReef (Coral Soundscaping)

September – December 2022

*Sustainability and branding focused project*

- Analyzed branding opportunities to identify design goals.
- Researched bio-acoustics to develop a concept to aid in coral reef conservation.
- Conceptualized a product ecosystem and introduced a new business model.
- Created sketches and virtual reality 3D models in Gravity Sketch.

#### Climbing/Approach Shoes

October – December 2022

*VR modeling and storytelling*

- Developed a concept of customizable climbing and approach shoes in virtual reality
- Integrated a variety of 3D software for design and presentation.
- Storyboarded and presented the process and inspiration in a virtual environment.

## EXPERIENCE

#### Brantik LTD.

January 2023

*Snowboard binding design for manufacturing*

- Conceptualized a step-on snowboard binding system.
- Evaluated human interaction to identify needs and opportunities.
- Presented concepts for manufacturing.

## AWARDS AND RECOGNITIONS

ArtCenter Undergraduate Scholarship

2021 – 2024

Provost List

Spring 2021, Summer 2021, Spring 2022

WearLab President

Fall 2022

## LANGUAGES

Spanish - Native | English - Fluent | French - Intermediate

## SOFTWARE

Solidworks, Gravity Sketch, Keyshot, Illustrator, Photoshop, Premier, InDesign, Microsoft Office, Adobe Substance.

## DESIGN & PRESENTATION

Sustainability, Prototyping, Laser Cutting, 3D Printing, Sewing, Sketching, Storyboarding, Research, Branding, Human Factors, Pattern Making, Material Innovation.