



EDUCATION

Bachelor of Fine Arts Production Design

Savannah College of Art & Design

Concentration- Theme Parks & Attractions

Minor- Architecture

Dean's List- 2016-2020

SOFTWARE

- Revit
- Rhino
- AutoCAD
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe AfterEffects
- Lumion
- SketchUp
- Microsoft Office

AWARDS

Disney Imaginations Student Design Competition 3rd Place Finalist Team

Walt Disney Imagineering
January 2020

Cornell Theme Park Design Competition 4th Place Team (Overall) 1st Place (Concept Design)

Cornell Theme Park Entertainment Group
June 2020

EXPERIENCE

Product Designer Disney Consumer Products

Orlando, FL / March 2022- present

- Designed hundreds of products in the Home Decor, Tabletop, Drinkware and Stationery division for Disney theme parks, global Disney Stores, and Disney Cruise Line
- Collaborate with Sourcing and Merchandising teams to design brand-relevant product based on strategy, costing, sustainability, and quality metrics
- Research and compile market trends and forecasts

Key Projects

Disney Home Collection (2024)

- Concepted and art directed the new Disney Home over 16 months based on market trends
- designed the entire new collection of 35+ decor, drinkware, and serveware items

Mousewares (2024)

- Art directed an entirely new kitchen assortment of whimsical, novel tools gadgets and serveware
- Infused unique and playful storytelling into 40+ items

3D Artist Crate & Barrel

Chicago, IL / January 2021- March 2022

- 3D modeled more than 700 detailed spaces and interiors
- Rendered photorealistic visuals for design proposals
- Created key visuals for marketing and promotional ads

Visual Experience Design Intern Beaudry Interactive LLC

North Hollywood, CA / Summer 2019

- Modeled and rendered scenic elements and attractions from museums to theme parks to public squares
- Designed graphics and UI for interactive screens and games

