

SOFTWARE

Solidworks
Rhino 3D
Sketchup
Autodesk Inventor
Keyshot
Twinmotion
Adobe Suite

EXPERTISE

Sketching
Digital Rendering
3D CAD Modeling
Physical Prototyping
Creative Thinking
Communication

ADDITIONAL SKILLS

Soft Goods Design
Sustainable Design
Design Leadership
Sculpting
Graphic Design
Presentation Design

HOBBIES/INTERESTS

Guitar
Rock Climbing
Traditional Sculpture
Trivia
Reading

EDUCATION

Savannah College of Art & Design
B.F.A. Industrial Design

EXPERIENCE

Elevate Sports Ventures Jun. 2023 - Pres-
Senior Designer Jan. 2026 - Present
Experiential Designer Sept. 2023 - Jan. 2026
Creative Intern Jun. - Sept. 2023

Utilizing design skills to combine central elements of Sports Architecture, Branding, and Storytelling to shape the visual and emotional narrative of sports venues, fan zones, and brand experiences.

Skills: Collaboration, Design Strategy, Sketching, 3D Modeling, Rendering, Graphic Design, Design Documentation, Presentation Design

PROJECTS

United Globe Club & Lounge

Experiential Design & Branding

Collaborative design of an immersive premium club and lounge with co-branded experiences for United Airlines and Monumental Sports and Entertainment.

Skills: Trend Research, Sketching, 3D Modeling, Rendering, Post-Render Editing

Titans House

Experiential Design & Branding

Collaborative design of an experience center for the Tennessee Titans, functioning as a premium experience sales center for their new stadium.

Skills: Design Research, Sketching, 3D Modeling, Rendering and Post-Render Editing, Graphic Design and Production Design

Nomad Backpack

Industrial Design & Soft Goods Design

Individual project creating a client-specific backpack incorporating client preferences and needs.

Skills: User Research, Sketching, Iterative 3D Modeling, Rapid Prototyping

Summit Mobility

Industrial Design & Transportation Design

Collaborative transportation system design, meant to streamline and improve the mass transit systems of Chicago, Illinois.

Skills: Design Research, Sketching, 3D Modeling, Rendering and Post-Render Editing

