

Academic Projects

COVID Awareness: How COVID Affects the Immunocompromised (Jan - May 2023)

- Conducted research using Google Scholar and Harrisburg University Library resources
- Created storyboards using Adobe Illustrator to visualize project concepts
- Analyzed data using Google Sheets to identify patterns and insights
- Reviewed academic YouTube videos to support and contextualize research findings

PhysicoU: Gamified Application (Oct - Dec 2024)

- Collaborated on a team project to designed a gamified learning app for medical students
- Developed interactive prototypes using Figma
- Partnered with PhysicoU to gather research insights and feedback

<u>Experience</u>

Today's Business Oct 2025 - present

Affiliate Marketing

The Just-In-Time Initiative Sept 2025 - present

Graphic Designer

Harrisburg University of Science & Technology Sept 2022 - May 2025

Front Desk Receptionist

- Assisted guests and students by providing materials, directions, and general support
- Verified student check-ins and issued visitor passes and temporary IDs

Super Purposes

July 2023 - Jan 2024

Digital Video Specialist

 Edited several videos and collaborated with teams to help meet deadlines

YouthCOR/CORA Services

July 2018 - Aug 2020

Camp Worker

 Helped kids by applying logical reasoning, pass out lunch, clean up messes and taking out trashes

Education

Harrisburg University of Science and Technology

BSc Interactive Media May 2025 Advanced Media Procuction GPA 3.17

Acheivements

Won 3rd place on World AIDS Day Poster Contest and Computer Science Fair in Programming (Fall 2018)

Skills

- Bilingual (Spanish)
- Adobe (Illustrator, Photoshop, InDesign, XD, Dreamweaver, Audition, Premiere)
- Game Engines (Unity, Clickteams Fusion (2.5), Unreal, Godot, GameMaker)
- Figma (UI/UX Design)
- Audio/Video editing/mixing
- Knowledgeable in Microsoft Office Suite & Google Cloud Applications
- Versatile between PC/Mac/ Linux Platforms
- 3D Modeling (Blender, Autodesk Maya)
- Canva (also experience in photography)