

TECHNICAL SKILLS

HTML5, CSS3, JavaScript, Bootstrap
Responsive Web Design
User Interface (UI) Design, User Experience (UX) Design
Accessibility Standards (WCAG)
Content Strategy & Technical Writing
Generative AI & AI Content Integration
Prototyping
Workflow Automation

SOFTWARE SKILLS

Web Development Tools: Visual Studio Code, CodePen, GitHub, Twine

UI/UX Design Tools: Figma, Adobe Creative Cloud (XD, Illustrator, Photoshop)

Project Management & Workflow Automation: Slack, Basecamp, Google Workspace, Microsoft 365 (Word, Excel, PowerPoint, Outlook)

Content & Digital Asset Management: Muck Rack, Asana, Canto

Artificial Intelligence: Figma AI, Framer, ChatGPT, CoPilot, Perplexity

OTHER SKILLS

Collaboration and teamwork, project management, problem-solving, time management, digital storytelling

EXPERIENCE

Communications Consultant, Port of Portland, August 2024 – present

Balanced simultaneous priorities across media, events, and documentation while advancing digital initiatives like web design, prototyping, accessibility updates, and process automation.

- Implemented a new global styling strategy across 100+ website pages, directly advancing accessibility, inclusivity, and overall user experience.
- Led content standardization initiatives, implementing unified UI strings and messaging frameworks that improved 80% content accessibility and consistency.
- Drove projects to completion through cross-disciplinary collaboration with design, engineering, and product teams, resulting in a 15% reduction in content-related issues.
- Produced 50+ organization-wide media reports, optimizing digital asset distribution and elevating stakeholder communication impact.
- Conducted platform audits to inform data-driven updates, enhancing clarity and engagement for both internal and external audiences.

Corporate Communications Intern, Port of Portland, November 2023 – August 2024

Responsible for supporting organizational communications, project coordination, and workflow improvements as part of a collaborative team environment.

- Led guest list management for the PDX Terminal Opening events, coordinating logistics for over 2,000 attendees, including regional politicians, business leaders, and key stakeholders, ensuring smooth execution and elevated brand visibility across the Pacific Northwest.
- Improved internal project coordination by migrating multiple content calendars to Asana, reducing update lag by 25% and enhancing team visibility across 3+ major initiatives, including the Wow In Progress project.
- Reorganized 1,000+ digital assets in Canto by year and subject, increasing photo retrieval efficiency by 50% and enabling faster cross-departmental access.
- Supported planning and operations for 10+ major employee and stakeholder events, contributing to a 20% increase in engagement metrics through improved communication and logistical alignment.

- Spearheaded the creation of a Microsoft Forms workflow for photo release consent, ensuring 100% legal compliance while cutting manual tracking time by 40%.
- Transitioned media reporting to Muck Rack, streamlining the communications pipeline and enhancing accuracy and delivery of reports to 170+ stakeholders.

Front-end Developer, Phonic Bloom, Woodland Community Library, Fall 2024, [Link](#)

An interactive Augmented Reality mobile application that interprets the data sculpture in the Woodland Community Library's children's reading room both sonically and visually to a variety of audiences.

- Designed accessible, user-focused interfaces in Figma, emphasizing seamless navigation and readability while addressing evolving design needs.
- Spearheaded UX designs, collaborating with a team of four to craft a human-centered storytelling experience with over 2,000 lines of code completed in 16 weeks, overcoming challenges with version control in GitHub to maintain consistency and 99% functionality retention.
- Developed and refined front-end features, ensuring responsive layouts and optimized functionality while streamlining workflows across design and development teams.

UX/UI Developer, Stone Moons | Commission for artist Deena Larsen, Summer 2024 – present, [Link](#)

An ongoing modernized reconstruction of Deena Larsen's hypertext fiction "Stone Moons" using HTML5, CSS3, and JavaScript, replacing the now outmoded StorySpace framework.

- Managed data pipelines for 479 story nodes and 6,000+ links, ensuring spreadsheet and Twine consistency throughout the project.
- Built two comprehensive navigation maps, increasing public navigational efficiency and clarity by 70%.
- Cross-checked and edited grammar and syntax for nearly 500 Twine nodes, guaranteeing 100% data accuracy between spreadsheet input and Twine implementation.
- Spearheaded collaborative GitHub development, organizing team workshops to streamline version control and knowledge sharing.
- Delivered a 40% functional recreation of Stone Moons, accurately replicating the original StorySpace structure and narrative.
- Developed a Twine deliverable for HTML5/CSS3/JavaScript testing and iterative playability.
- Managed stakeholder expectations and team communications, prioritizing story clarity and accessibility for readers across all digital outputs.

Front-end Developer, Solar System Simulation | Spring 2024, [Link](#)

An interactive solar system simulation, selected for the Nospace Student Research Gallery that offers dynamic web experience with technical explanation support provided by Artificial Intelligent (AI) program (CoPilot).

- Developed an interactive solar system using HTML5, CSS3, and JavaScript.
- Designed and animated planetary elements with trigonometric functions for realistic motion.
- Implemented responsive design with interactive controls and dynamic scaling.
- Enhanced user experience with a starry background and adaptive layout using pure CSS3 and JavaScript.

EDUCATION

Washington State University Vancouver | December 2024

Bachelor of Arts in Digital Technology & Culture

Bachelor of Arts in Integrated Strategic Communication