



SUMMARY

Graphic designer working across apparel graphics, branding, and editorial design, from first concept to production-ready files. I build visual systems rooted in gaming, music, skateboarding, and street culture, and carry them through print, apparel, motion, and UI.

EXPERIENCE

Junior Streetwear Designer

2026 - Present

Makobi USA

- Design apparel graphics for seasonal streetwear collections, from concept through production-ready files.
- Build technical packages, graphic placements, and print-ready files for manufacturing.
- Produce digital mockups, purchase orders, and social imagery and video for product development.
- Work with design and production teams to deliver accurate assets on seasonal deadlines.

Graphic Designer

2022 - Present

Buh Designs — Independent Practice

- Run an independent design practice building visual identities and branding systems for clients and self-directed work.
- Develop apparel graphics, packaging systems, marketing assets, and social content.
- Manage projects end to end, from concept and art direction through final production files.

Project Manager

2026

Design Practicum, CSUF — Leap of Faith

- Led a student design team delivering a full brand identity for a nonprofit client.
- Coordinated schedules, client feedback, and final deliverables across the semester.

Visual Designer

2025

CSUF Live Visual Performance

- Built and performed a real-time audio-reactive visual system in TouchDesigner for a live DJ set.

Graphic Designer

2025

DECKED Magazine

- Designed and produced a 44-page editorial publication on a structured grid and typographic system.
- Prepared print-ready files with precise margins, bleed, and color management.

Sales Associate

2023 - 2025

Urban Outfitters

- Supported daily store operations and customer service on the sales floor of a high-volume apparel retailer.

EDUCATION

Bachelor of Fine Arts, Graphic Design

2026

California State University, Fullerton

Associate of Arts, Studio Art

2023

El Camino College

SKILLS

DESIGN	Apparel Graphics, Branding & Identity, Typography, Editorial Design, Motion Graphics
SOFTWARE	Photoshop, Illustrator, InDesign, Figma, After Effects, TouchDesigner
PRODUCTION	Technical Packages, Print Specifications, Color Management, Production File Prep