

Mary Pyrdol

GRAPHIC DESIGN / UX DESIGN

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EDUCATION

Boston University, Boston MA

BFA in Graphic Design

GPA: 3.970, Summa Cum Laude

[January 2021 - May 2023](#)

Brandeis University, Waltham MA

GPA: 3.959, Dean's List all semesters

[August 2019 - December 2020](#)

Google UX Design Professional Certificate

Seven courses covering topics like: UX research fundamentals, inclusive design, wireframing, low-fidelity and high-fidelity prototypes, and tools like Figma and Adobe XD.

[August 2023 - March 2024](#)

DESIGN SKILLS

- Concept Design
- Collaboration
- Front-End Development
- Foundational Research
- Information Architecture
- Mobile Interface Design
- Prototyping
- Web Programming
- Typography
- User Experience (UX) Design
- User Interface (UI) Design
- Usability Testing
- Visual Strategy
- Wireframing

TECHNICAL SKILLS

- Adobe Creative Suite
- Autodesk Fusion 360
- Blender
- CSS
- Figma
- HTML
- JavaScript
- Procreate
- Squarespace
- Wordpress
- Wix

EXPERIENCE

Adjunct Professor - Lesley University College of Art and Design

[August 2023 - Present](#)

Lead part of an Interactive Workshop introducing web programming (HTML/CSS) and the creative processes associated with web design according to industry practices. Fully lead an introductory course on the fundamentals of Adobe Photoshop and Illustrator. Currently, I am leading the same Photoshop/Illustrator course again, as well as a 3-week design sprint program.

Lead UX/UI Designer and Researcher - BU Spark! X-Lab

[January 2023 - May 2023](#)

Used Figma for UX design in apps and web applications for clients: GBH x NAACP Media Bias Tool and Boston's District 7 Mobile App. Refined designs by communicating with developers and engineers to catalyze low-fidelity wireframes to high-fidelity prototypes of the applications ready for usability testing.

Curatorial Assistant - Fuller Craft Museum

[December 2022 - June 2023](#)

Shadowed design process behind exhibit curation. Unpacked over \$200,000 worth of artwork, recorded condition reports, planned the layout for exhibitions and set up exhibition materials (shadow boxes, background fabrics). Perfected delicate maintenance techniques for specific museum pieces/spaces.

Graphic Designer - Boston University Business Innovation Center

[July 2022 - May 2023](#)

Designed biographical posters, Wordpress website material, and screen content for 15 different biomedical engineering/ technology companies within the BU Business Innovation Center (BIC). Assisted in organizing events and generating graphics to advertise and educate the BU community about student and professional opportunities at the BIC.

Visual Strategist - NASA Psyche Inspired Program, Copper Class

[August 2021 - May 2022](#)

This internship involved interns to each create four unique art projects to reflect the purpose and emotions behind NASA's and ASU's Mission to Psyche. We attended lectures given by Psyche team members, NASA astronauts and engineers, and even past interns. I was asked by Psyche Inspired in Fall 2022 and 2023 to return and give guest lectures on my experience making art to communicate the essence of the mission.

Graphic Designer - Childhood Cancer Society

[July 2021 - April 2022](#)

Used Adobe Illustrator and Procreate to design graphics of the organization's mascot, as well as merchandise design and promotional social media postings. Worked in design critique sessions in order to improve designs and generate post-ready content for social media (including post-ready language).