

# 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
- Typography
- User Experience (UX) Design
- User Interface (UI) Design
- Usability Testing
- Visual Strategy
- Web Programming
- Wireframing

## TECHNICAL SKILLS

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

## EXPERIENCE

### **Adjunct Professor - Boston University College of Communications**

[August 2025 - Present](#) ♦ [Part-Time](#)

Fully leading two sections of Design Strategy & Software, an introductory course on the fundamentals of Adobe programs (Photoshop, Illustrator and InDesign). Students create projects demonstrating how design strategies are used to engage audiences, and enhance comprehension of all forms of mass communication from traditional print to digital media according to industry standards.

### **UI/UX Designer - Fortuna-Insights, Inc.**

[May 2024 - January 2025](#) ♦ [Full-Time](#)

Designing intuitive and visually appealing user interfaces that prioritize usability and accessibility to harmonize with the functionality and gaining trust of generative AI technology. This involves conducting usability tests to understand user needs and designing prototypes of intuitive interfaces that enhance usability and engagement for our US and international consumers.

### **Adjunct Professor - Lesley University College of Art and Design**

[August 2023 - Present](#) ♦ [Part-Time](#)

Led part of an Interactive Workshop introducing web programming (HTML/CSS) and the creative processes associated with web design according to industry practices. Fully led an introductory course on the fundamentals of Adobe Photoshop and Illustrator. Currently, I am for the second time leading an introductory course on the essentials of information architecture in user interface (UI) design.

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

[January 2023 - May 2023](#) ♦ [Paid Internship](#)

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.

### **Graphic Designer - Boston University Business Innovation Center**

[July 2022 - May 2023](#) ♦ [Paid Internship](#)

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](#) ♦ [Paid Internship](#)

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.