

Mary Pyrdol

GRAPHIC DESIGN / UX DESIGN

marypyrdol.github.io/



marypyrd@gmail.com



linkedin.com/in/mary-pyrdol/



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

EXPERIENCE

Adjunct Professor - Boston University College of Communication

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.

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