



**molly
mccafferty**
graphic designer

education

Illinois State University

Bachelor of Fine Arts in Graphic Design

August 2019 – Present

Honors Scholar with the completion of over twenty courses in the arts. 4.0 GPA.

skills

Adobe Creative Suite

Illustrator, InDesign, Photoshop
Premiere Pro, After Effects

Google Suite

Docs, Slides, Forms, Drive

Microsoft Suite

Word, Powerpoint, Excel, OneDrive

Other Digital Applications

Procreate, Basic HTML & CSS, Zoom, Teams

awards

Robert G. Bone Scholarship

Nominee | 2022

Elizabeth Stein Art Scholarship

2019 – 2022

Redbird Scholarship

2019 – Present

Dean's List

2019 – Present

ISU Graphic Design Best Newcomer

2022

contact

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847-946-8175

experience

Graphic Designer

Design Streak Studio | January 2022 – Present

Collaborated with a team of designers to develop brand, logo, and event design for a variety of clients, including community events and nonprofit organizations. Design Streak is a research-based social innovation lab focusing on human-centered service design within Illinois State University.

Lead Student Ambassador

Wonsook Kim College of Fine Arts | January 2022 – Present

Proposed and led events to encourage student recruitment and retention.

Teaching Assistant

Shanghai Normal University Tianhua College | June 2022

Assisted teaching under a professor for two courses of Typography to college students in Shanghai, China.

Lead Graphic Designer, Assistant Graphic Designer

Campus Crowd, Spread the Magic | 2019 – 2021

Proposed and led projects surrounding brand, shirt, and poster design for two community-focused student organizations at Illinois State University.

freelance experience

Lead Graphic Designer

McLean County Museum of History | August 2022 – September 2022

Designed advertising and a printed cookbook for a community long table event, in connection with the *Breaking Bread in McLean County* lecture series.

Lead Graphic Designer

Wonsook Kim College of Fine Arts | May 2022 – July 2022

Designed a t-shirt, sticker, and window cling to represent the School of Art across the 2022–2023 school year.

relevant classwork

Illinois State University Honors Program

Graphic Designer | January 2021 – May 2021

An individual research-based contract to reformat and redesign the the game Paranoia, involving brand development and design, game development and design, packaging design, and logo design.

Graphic Designer | January 2022 – May 2022

Led a collaborative, semester-long project to develop and formally present a solution to a widespread issue within the University, utilizing formal research and various approaches to the Design Thinking methodology.

Graphic Designer | August 2022 – Present

Designed window displays for two museum exhibitions, as part of a research-based design project under an art director.