# Brinna Thomsen

Communication design student with experience in UI/UX, design research & front-end development. Curious, creative & flexible with strong analytical mind. Skilled at discovering user value & working side-by-side with designers, engineers & business strategists.

| Education

PARSONS SCHOOL OF DESIGN, 2014-2018

Communication Design - BFA

### **CORNELL TECH**

Product Studio & Startup Ideas - Fall 2016 Startup Studio & Product Management - Spring 2017

| Software & Languages

Sketch, Indesign, Photoshop, Illustrator
HTML, CSS, Javascript, Quartz Composer,
AfterEffects, OpenSCAD

Experience

# COMPANY CHALLENGE, AUG - DEC '16

While participating in Cornell Tech's Product Studio, I worked with a small group of MEng and MBA students to design & build a product to help the design reseachers at frog discover insights more effectively. In addition to participating in the product development, I designed the UX/UI and developed the frontend. Our product, Pond, was selected - out of 36 teams - to represent Cornell Tech at their Open Studio, where we spoke in front the NY tech community. Pond has sparked enthusiastic interest from several VCs & design researchers at companies such as The Knot, WeWork, Artsy & IBM.

## RESEARCH ASSISTANT, AUG 2016 - NOW

Professor Justin Bakse and I are on a mission to promote computational artwork at Parsons School of Design. We are currently developing an art sharing platform for generative artists. We will be user testing it this Spring during his course, Computational Form.

### INTERN FOR VENAMOUR, MAY - AUG '14

In the early days of Venamour, a Brooklyn based studio that creates artful wedding ephemera, I played an hands-on role by completing in-house design work, managing inventory & packing stationary orders. Under the mentorship & amazing talent of Lisa Hedge and Vanessa Saba, I learned the importance perfecting the details and working with good commercial printers.

Relevant Coursework

Web & Mobile Product Design, Interaction Design, Computational Form, Creative Computing, Typography, Editorial