

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

thomb212@newschool.edu | 678.467.0346

| 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 researchers at frog discover insights more effectively. In addition to participating in product planning, I designed the UX/UI and developed the front-end. 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 printers.

| Relevant Coursework

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