Brinna Thomsen

Communication design student with experience in UI/UX, design research & front-end development. Curious, creative & flexible with strong analytical mind.

I 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

Email >> brinna.thomsen@gmail.com

Portfolio >> hibrinna.com

| Experience

DESIGN INTERN, MAY - AUG '17

As the second designer at fintech startup, Exeq, I played a key role in developing the hip millennial brand voice and polishing up the product UI.

Wearing many hats as we prepared for launch in August, I developed product strategies, designed ads for facebook and instagram, I wrote 400+ punchy descriptions to be used in the app and created marketing assets for NYU Welcome Week.

CORNELL TECH, AUG '16 - MAY '17

While participating in Product Studio and Start-up Studio courses at Cornell Tech, I worked with two small groups of MEng and MBA students to design & build two tech products that would both later win \$100,000 in seed money from Cornell Tech (out of 36 teams total).

In addition to participating in product development, I designed the UX/UI and developed a brand language for both teams.

RESEARCH ASSISTANT, AUG 2016 - MAY '17

Working with Professor Justin Bakse, I designed an art sharing platform for generative artists. We user tested it this past Spring during his course, Computational Form.

INTERN, MAY - AUG '15

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 of perfecting the details and working with good commercial printers.

I Relevant Coursework

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