

Crystal Brusch

PROJECTS

Furnace and Fugue

2020

Digital design and development for a digital edition published by University of Virginia Press

Raymond Hood and the American Skyscraper

2020

Digital design for an architectural online exhibit for the Haffenreffer Museum

Researchers @ Brown

2018

Digital design for a university research dissemination portal

Future Waterfront

2016

Citizen advocacy website for documenting climate change

V is for Vegetable

2015

Digital design for enhanced, interactive cookbooks

Silent Snow

2015

Computer vision skeleton tracking with real time digital interaction

PROFILE

Crystal Brusch is a digital designer who focuses on melding aesthetics and usability in digital publications. With experience in the journalistic, trade, and scholarly publishing industries her strengths lie in designing book-length websites with intuitive navigation through the use of elegant interaction design and rigorous information architecture.

EDUCATION

New York University — New York, NY

Interactive Telecommunications Program

Master of Professional Studies, May 2016

Florida State University — Tallahassee, FL

Editing, Writing, and Media

Bachelor of Arts, August 2012

EXPERIENCE

Designer for Online Publications 09/2016–Present

Brown University — Providence, RI

Creates the user experience and user interface for academic, interactive digital monographs under a Mellon Foundation Electronic Publishing grant. This involves designing interactive prototypes for the web, conducting user research and user testing, creating visual assets including wireframes, high-fidelity mockups, sitemaps, user flows and mood boards, along with multimedia editing — all within a team of editors, developers, principal investigators, publishers, archivists, and subject specialists.

PROJECTS cont.

Noise City

2014

Explore NYC sounds by playing the street grid as an instrument

Broward 100

2014

Digital design for Broward County, FL centennial website

SKILLS

Interaction Design
User Experience Design
User Interface Design
Storyboarding
Wireframing
Prototyping
Information Architecture
Web Accessibility
Responsive Design
Usability Testing
Design Systems
Motion Graphics
Data Visualization

TOOLS

Sketch
Figma
Photoshop
Illustrator
AdobeXD
HTML / CSS / Javascript
AfterEffects
InVision
GreenSock
D3 / SVG
Git
Arduino

EXPERIENCE cont.

Digital Design Intern 06/2015–09/2015

Hachette Book Group — New York, NY

Helped prototype enhanced, interactive digital books for mobile on Apple's iBooks platform using SASS, XML, JSON within a small team that included an editor, developer, and project manager. Conducted user research and A/B testing and created high fidelity mockups.

Arts Assistant 03/2014–08/2014

Broward County Cultural Division — Fort Lauderdale, FL

Designed pages for the county's Cultural Division websites and 10,000+ subscriber newsletter. Managed daily content for six county social media accounts.

Web Content Editor 12/2012–08/2013

BrandsMart USA — Davie, FL

Wrote marketing copy and designed graphics for a consumer electronics commerce website.

Copy Editor Intern 06/2012–08/2012

Pittsburgh Post-Gazette — Pittsburgh, PA

Proofread, fact-checked, and copyedited articles for a 170,000+ daily circulation newspaper as a Dow Jones News Fund editing recipient.

PRESENTATIONS

Library Publishing Forum, May 2020
Music Encoding Conference, May 2020
Digital Publishing for Archaeologists, March 2019
Making Scholarly Digital Publications, April 2018

WORKSHOPS

Introduction to Scalar, April 2020
Publishing in Scalar, Fall 2019
Introduction to the Command Line, April 2017
Adding Sass to your CSS, July 2016
Getting Into Github, September 2015