| Digital Designer  [www.brusch.xyz](https://www.brusch.xyz) | Crystal Brusch |
| --- | --- |
| PROJECTSFurnace and Fugue2020Digital design and development for a digital edition published by University of Virginia PressRaymond Hood and the American Skyscraper2020Digital design for an architectural online exhibit for the Haffenreffer MuseumResearchers @ Brown2018Digital design for a university research dissemination portalFuture Waterfront2016Citizen advocacy website for documenting climate changeV is for Vegetable2015Digital design for enhanced, interactive cookbooksSilent Snow2015Computer vision skeleton tracking with real time digital interactionPROJECTS cont.Noise City2014Explore NYC sounds by playing the street grid as an instrumentBroward 1002014Digital design for Broward County, FL centennial websiteSKILLS  * 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 | PROFILECrystal 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.EDUCATIONNew York University — New York, NYInteractive Telecommunications ProgramMaster of Professional Studies, May 2016Florida State University — Tallahassee, FLEditing, Writing, and MediaBachelor of Arts, August 2012EXPERIENCEDesigner for Online Publications 09/2016–PresentBrown 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. EXPERIENCE cont.Digital Design Intern 06/2015–09/2015Hachette 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 |