Galen Aubrey Hicks

Washington University in St. Louis Sam Fox School of Design and Visual Arts Portfolio: galenahicks.com

Contact:

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Social Media Intern for SFMOMA

June 2023 - Present

- Main content creator for SFMOMA's TikTok profile
- Filmed, edited and posted content about the museum to bring in a new audience from TikTok's platform
- Analyzed user data to increase SFMOMA's reach and engagement

Graphic Designer for Pagliarini Lab

June 2022 - Present

- Designed and illustrated covers for the lab's article submissions to research magazines like Nature Chemical Biology
- Redesigned and created figures and graphical abstracts for the lab for articles published in ACS Chemical Biology, Nature Chemical Biology and Molecular Cell
- Designed and made printed material for the lab such as nametags, plaques for mass spectrometers and a headboard for the lab's publication wall that adhered to the lab's current branding identity

Short Film Director and Editor for Memphis Public Library

Summer 2018

- Wrote, directed and edited short films for the Cloud 901 department at my local library for a film festival sponsored by the City of Memphis.

Seasonal Cashier and Customer Service for IKEA Memphis

June 2021 - August 2021

- Worked in customer service as a cashier as well as a front desk worker at customer pickups. Tasks included setting up customer deliveries, logging inventory, loading large customer pickups into vehicles and securing them, operating checkouts, etc.

Bike Rental Associate for Shelby Farms Park

February 2019 - August 2019

- Jobs included renting out adults and children's bikes, fixing and repairing bikes (tube changes, tightening brakes, etc.)

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Education	SKIIIS	
Washington University in St. Louis	Experienced in Adobe Premiere Pro,	Advanced Spanish speaker
August 2019 – May 2023	Illustrator, InDesign, Photoshop	Intermediate Italian speaker
BFA in Communication Design		
GPA - 3.77	Well-versed in DAWs like Studio One	Experienced in Figma designing
John B Ervin Scholar (2019 – 2023)	HTML, CSS, JavaScript	and prototyping