

Garrett Lee

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Education

Carnegie Mellon University
Class of 2027
Bachelor of Design, Additional Major in Interdisciplinary Human Computer Interaction
GPA 3.97, Dean's List '23 '24 '25

Work History

Design Intern, Wide Eye
Washington, D.C. | June 2025–September 2025
Designed and delivered type treatments, illustrations, brand guidelines, collateral, and various graphics for campaigns and brand redesigns. Clients included MoveOn, Center for Reproductive Rights, Child Action, and SaverLife.

Teaching Assistant, CMU Design Pre-College
Pittsburgh, PA | June 2024–August 2024
Co-taught students design fundamentals, including sketching, graphics, typography, and photography. In assistance to Matthew Zywica, Daphne Peters, Wayne Chung, Dylan Vitone, and Brett Yasko.

Roles

Creative Director, Lunar Gala
Pittsburgh, PA | August 2025–Present
Co-led a team of 60+ designers across print, motion, photography, cinematography, set design, and web to develop a cohesive visual identity and strategy for Lunar Gala's 30th Anniversary promotion and show with 1,500+ attendees.

Head of Motion, Lunar Gala
Pittsburgh, PA | October 2024 – 2025
Co-led a team of six designers to create 3D animated backdrops and promo videos for Lunar Gala, interpreting a theme and collaborating with fashion line designers.

Designer, TEDxCMU
Pittsburgh, PA | September 2024 – Present
Collaborated in a team of six to create the brand identity, merchandise, and promotional material for TEDxCMU's annual event with 500+ attendees.

Skills

Software & Languages	Focuses
Adobe CC (Ps, Ai, Id, Ae, Pr, Lr, Fr)	Graphic Design
Figma, Miro	Motion Design
Blender, Cavalry, SolidWorks	Digital Design
HTML/CSS/JavaScript, Python, P5.js	Photography