giana bucchino

graphic designer

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gbucchino.com

EDUCATION

Massachusetts College of Art & Design

BFA Graphic Design, Graduated May 2018

Hopedale Jr.-Sr. High School

Graduated June 2014

TECHNICAL SKILLS

Adobe Photoshop, Illustrator, & InDesign Adobe After Effects, Premiere, & Animate Adobe XD & Sketch

Principle, Craft & Invision

Keynote

Microsoft Office

Github

Aframe

HTML & CSS

Javascript & JQuery*

Snapchat Lens Studio

CAPABILITIES

UI/UX

Web Design

Branding

Motion Design

Advertising

Editorial & Print Design

Data Visualization

Illustration

Collaboration

Customer Service

Organization

Time Management

Adaptability

EXPERIENCE

Gupta Media

Associate Graphic Designer, November 2018 - Present

Becoming a full time designer meant shifting away from internal work and heading more towards client work. Current focus is to take the lead on larger web design and branding projects, while occassionally working on smaller banner ads and videos. Work spans from music festival clients, like Boston Calling, to business owner clients, like ESRB and GreenDot Technologies.

Graphic Design Intern, June 2018 - November 2018

Began as an intern working on both client and internal projects. Work often consisted of creating motion graphics for banner ads, creating AR experiences using Snapchat Lens Studio, and assisting on website redesigns. Additionally, often helped to create presentations, client party invitations, and email designs.

Massachusetts College of Art & Design

Teaching Assistant, September - December 2017

Assisted Martha Rettig during her Sophomore Studio Graphic Design class during the Fall 2017 semester. Students worked together on a project called "designumentary." The project required research of specific topics and demographics. They were taught about infographics and motion design, which lead to the creation of their final video deliverables. Often assisted with critiques and gave program demos to help with the students' projects.

Fidelity Investments

User Experience Design Intern, Summer 2017

Worked closely with a team of six other interns on project spanning 10 weeks. We created a digital solution for a problem given to us by our project manager. The problem revolved around helping millennials learn how to save and prepare for their future. The process included extensive research, usability testing, prototyping, and presenting our work to the entire User Experience Design Department.

Phantom Gourmet

Event Intern, September 2016

Assisted Don McCarthy, Phantom Gourmet's Vice President of Events, for the month of September. Worked to plan and execute the 2016 Food and Wine Festival. Work consisted of organizing paperwork and inventory, creating signage and flyers, preparing the location, and working the festival.

^{*}working knowledge