

giana buccchino

digital interactive designer

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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
Keynote, Powerpoint & Google Slides
Microsoft Office
Slack
Github
HTML & CSS
Javascript & JQuery*
Snapchat Lens Studio

*working knowledge

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

Graphic Designer, June 2018 - Present

Currently focused on tackling larger, fast-paced concept to launch projects revolving around branding, web design, and advertising. The amount of work and bandwidth of the team often means juggling multiple projects and deadlines at once, so time management and organization skills are crucial to get the job done. Work spans from music festival clients, like Boston Calling, to commercial business clients like ESRB and Amazon.

Lesley University

Assistant Professor, January - May 2019

Assisted an online class focused on design thinking and user experience design. Weekly assignments and readings explored each step of the process. As the curriculum built upon itself, students were eventually tasked with creating a final mock project brief. It allowed students to present their learnings from the entire semester and show that they gained a better understanding for the design process.

Massachusetts College of Art & Design

Assistant Professor, September - December 2017

Assisted Martha Rettig during her Sophomore Studio Graphic Design course during the Fall 2017 semester. Students worked together on a project called "designumentary." The project required heavy research to produce a final educational video about their chosen topic. Role included teaching about infographics and motion design. Often assisted with critiques and gave program demos.

Fidelity Investments

User Experience Design Intern, Summer 2017

Worked closely with a team of six other interns on a project that spanned 10 weeks. We were asked to create a digital solution that would help millennials learn how to save and prepare for their futures. The process included extensive research, prototyping, usability testing, and presenting our final work to the User Experience Design Department.