

GRACE HARKIN

Visual designer

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graceharkin.com

Skills

Identity design
Print design
Publication design
Packaging design
Typography
Web design
UI/UX design
Design research
Motion design

Tools

Adobe InDesign
Adobe Photoshop
Adobe Illustrator
Adobe After Effects
Adobe Premiere Pro
Adobe Xd
Sketch
InVision
HTML/CSS

Education

Graduated Summa Cum Laude
with a B.F.A in Graphic Design and
a minor in Marketing from Auburn
University in December 2019
GPA: 3.83

Certifications

Enterprise Design Thinking Practitioner
Enterprise Design Thinking Co-Creator
Team Essentials for AI
Earning Advocacy Practitioner

Honors & Awards

Outstanding Undergraduate in Graphic Design // AU CADC 2019
American Package Design Award // GDUSA 2019
Graphic Design Winner // Creative Quarterly 100 Best 2018
SHOWCASE Award // Jule Collins Smith Museum Showcase Fall 2018
American Package Design Award // GDUSA 2018
Book Award // Juried Student Show at Auburn University 2018
Graphic Design Student Winner // Creative Quarterly 50th edition 2018
Spirit of Auburn Presidential Scholarship // 2015-2019
Dean's List (3.75 GPA or higher) // Spring 2016 - Fall 2019

IBM

Visual designer for Cloud Pak for Data System

Currently a visual designer on a cross-functional hybrid cloud product team. Responsibilities include aiding design team in research and enterprise design thinking activities in order to plan and design enhancements to our product. Individually responsible for creating high fidelity designs of our deliverables, creating our deliverable specs for development, tracking deliverables implementation, and maintaining transparency and alignment across the other products on our portfolio.

IBM

Visual designer intern for Maximo Enterprise Asset Management

Worked on a team of visual designers, UX designers, and researchers to conduct research and modernize an IBM Enterprise Asset Management application. Designed screens in Sketch and prototyped them in InVision for desktop, mobile, and tablet. Participated in meetings with fellow designers, offering managers, and architects to align on project goals.

Random Logic Games

Motion design intern

Created and animated social media advertisements for app games which included recorded gameplay, original illustrations and animations, and pre-made animations.

Payscape

Graphic design intern + freelance motion designer

Designed in-house marketing materials such as trade show banners and Ebooks. Filmed, edited, and animated training and promotional videos using Adobe Premiere Pro and After Effects. Animated icons for Payscape's website using HTML and CSS.

Auburn Recreation & Wellness Center

Designer, photographer, videographer, & writer

Created promotional materials including graphics, social media videos, signage, and more. Photographed events and material for The Rec's blog, Be Well. Videoed and edited YouTube series 'Round the Rec. Wrote articles relevant to college students for Be Well.