

# Guinevere Mesh Visual & Interactive Designer

#### **DESIGN EXPERIENCE**

The GIANT Room STEAM Creative Resident

New York, NY 2021-present

- Developed STEAM teaching curriculum for children ages 3-14.
- Facilitated weekly teaching workshops for afterschool programs.
- Assisted with graphic / web design, documentation, and planning.

Qualtrics LLC

Seattle, WA

UX Program Manager & Technical Writer

2020-present

- Synthesized engineering information to produce customer-facing documentation, operational messaging, and new feature announcements.
- Moderated interaction of 6,465 users in the Qualtrics Community.
- Created and moderated DEI programming for Global Operations.

**Cunningham Collective** 

San Francisco, CA

Graphic Designer (Contract)

2019-2020

 Created branding, cover art, and promotional materials for the Cunningham Collective's Marketing Over Ice podcast debut.

Swarthmore College

Swarthmore, PA

Graphic Designer, Center for Innovation & Leadership

2018-2019

- Developed the brand identity, logos, and printed materials for the CIL.
- Planned, marketed, and led social media campaigns for 5 events.
- Established brand identity, logos, and graphic materials for the Women's Leadership Summit, a campus-wide DE&I event.

Graphic & UI Designer, Information & Technology

2018

• Designed the style guide and managed the user flow, wireframes, frontend, branding, UI, and interaction design of 4 responsive websites.

#### ADDITIONAL EXPERIENCE

Qualtrics LLC

Provo, UT

Product Specialist

2019-2020

- Delivered Qualtrics survey strategy and support to 3,153 clients.
- Assisted 1,000+ commercial, academic, and government organizations.
- Led 30-person cross-functional team to improve closed loop processes.

National Science Foundation (NSF)

Malibu, CA

Research Assistant, Pepperdine University

2017

• Designed an ecological study of chaparral vegetation in post-drought CA.

## **EDUCATION**

Parsons School of Design M.F.A. in Design & Technology

August 2021-present

**Swarthmore College** 

B.A. Biology & Studio Art August 2015-May 2019

Danish Institute for Study Abroad

Program in Graphic Design January-May 2018

#### **AWARDS**

Stevie Awards® Silver

Best Use of Technology Innovation in Customer Service 2021

American Volleyball Coaches Association

Academic Award 2015, 2016, 2017, 2018

## **SPECIALTIES**

Visual design, technical writing, DEI moderation, online communities, CMS, leadership training, customer experience, Adobe Creative Suite, Figma, UX/UI design, illustration, and HTML & CSS languages. Emerging skills in JavaScript.

# / CONTACT

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