



Guinevere Mesh

Visual & Interactive Designer

DESIGN EXPERIENCE

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|---|---------------------------------------|
| The GIANT Room
<i>STEAM Creative Resident</i> | New York, NY
2021-present |
| <ul style="list-style-type: none">• 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
<i>UX Program Manager & Technical Writer</i> | Seattle, WA
2020-present |
| <ul style="list-style-type: none">• Synthesized engineering information to produce customer-facing documentation, operational messaging, and new feature announcements.• Moderated interaction of 6,465 users in the Qualtrics Community. | |
| Cunningham Collective
<i>Graphic Designer (Contract)</i> | San Francisco, CA
2019-2020 |
| <ul style="list-style-type: none">• Created branding, cover art, and promotional materials for the Cunningham Collective's <i>Marketing Over Ice</i> podcast debut. | |
| Swarthmore College
<i>Graphic Designer, Center for Innovation & Leadership</i> | Swarthmore, PA
2018-2019 |
| <ul style="list-style-type: none">• 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. | |
| <i>Graphic & UI Designer, Information & Technology</i> | 2018 |
| <ul style="list-style-type: none">• Designed the style guide and managed the user flow, wireframes, front-end, branding, UI, and interaction design of 4 responsive websites. | |

ADDITIONAL EXPERIENCE

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| Qualtrics LLC
<i>Product Specialist</i> | Provo, UT
2019-2020 |
| <ul style="list-style-type: none">• 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)
<i>Research Assistant, Pepperdine University</i> | Malibu, CA
2017 |
| <ul style="list-style-type: none">• Designed an ecological study of chaparral vegetation in post-drought CA. | |

EDUCATION

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| Parsons School of Design
<i>M.F.A. in Design & Technology</i>
August 2021-present |
| Swarthmore College
<i>B.A. Biology & Studio Art</i>
August 2015-May 2019 |
| Danish Institute for Study Abroad
<i>Program in Graphic Design</i>
January-May 2018 |

AWARDS

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| Stevie Awards® Silver
<i>Best Use of Technology</i>
<i>Innovation in Customer Service</i>
2021 |
| American Volleyball Coaches Association
<i>Academic Award</i>
2015, 2016, 2017, 2018 |

SPECIALTIES

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

/ CONTACT

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