

GUINEVERE MESH

INTERACTION DESIGNER ✨

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(914) 715-5855
thedigitalguin.com

DESIGN EXPERIENCE

Qualtrics LLC / UX Program Manager & Technical Writer
June 2020 – present; Seattle, WA

- Synthesized information from 100+ product lines for customer-facing documentation, messaging, & feature announcements.
- Created DEI programming for Global Operations in Q1 2021.

The GIANT Room / STEAM Creative Resident
October 2021 – January 2022; New York, NY

- Developed STEAM curriculum for 80+ NYC students age 3-14.
- Facilitated weekly STEAM workshops for afterschool programs.

Cunningham Collective / Graphic Designer
October 2019 – January 2020; San Rafael, CA

- Created style guide, cover art, & promotional materials for the Marketing Over Ice podcast debut.

Swarthmore College / Graphic Designer
August 2018 – May 2019; Swarthmore, PA

- Developed style guides, logos, & advertising copy for the CIL.
- Planned, marketed, & led media campaigns for 5 major events.
- Established brand identity, logos, and graphic materials for the Women's Leadership Summit, a campus-wide DEI event.

Swarthmore College / Graphic & UI Designer
May 2018 – August 2018; Swarthmore, PA

- Designed the style guide and managed the user flow, wireframes, front-end, branding, UI, and UX design of 4 responsive websites.

ADDITIONAL EXPERIENCE

Qualtrics LLC / Product Specialist
September 2019 – June 2020; Provo, UT

- Delivered Qualtrics survey strategy and support to 3,153 clients.
- Led 30-person cross-functional team to improve internal closed loop processes.

National Science Foundation (NSF) / Ecology Research Assistant
May 2017 – July 2017, Malibu, CA

- Designed an ecological study of chaparral vegetation in drought-ridden Southern California.

EDUCATION

Parsons School of Design
MFA in Design & Technology
August 2021–present

Swarthmore College
Double BA in Biology & Studio Art
August 2015–May 2019

AWARDS

Stevie Awards®
Best Use of Technology
Innovation in Customer Service
2021

American Volleyball Coaches Association
Collegiate Academic Award
2015 – 2018

SPECIALTIES

Design: Illustration & UI • Strategy & vision presentations • Concept sketching • Wireframes using Illustrator & Figma • Style guides & branding

Prototyping: User research & testing • Interactive user flow • HTML/CSS/JS • APIs • GitHub

Research: Technical writing • A/B testing • Journey mapping & user research • Speculative futuring techniques • Systems thinking & methodology

Collaboration: Leadership & team building • Operational development • DEI moderation • Sprint planning in JIRA & Miro • CMS • Attention to detail