

Jillian Tracy

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Education

Drexel University Philadelphia, PA
Bachelor of Science in User Experience & Interaction Design Anticipated Graduation: June 2025

Rochester Institute of Technology Rochester, NY
Bachelor of Science in New Media Interactive Development Attended August 2020 - May 2021
Cumulative GPA: 4.0

Skills

- Adobe Photoshop, Illustrator, InDesign, Audition, Premiere (2016-Present)
- Programming languages: Python, Java, Javascript
- Beginner HTML/CSS

Experience

MOGO Korean Fusion Tacos Asbury Park, NJ
Shift Manager July - September 2021

- Instituted daily prep list according to anticipated sales and delegated tasks, ensuring smooth kitchen operations throughout the day
- Trained new hires thoroughly to maximize efficiency and team performance
- Motivated employees by celebrating work well done to create a positive and encouraging workplace

Front Counter May - July 2021

- Communicated with kitchen to verify complicated orders and satisfy customers
- Completed restocking tasks in between transactions to use downtime constructively
- Ensured thorough cleaning of equipment and surfaces in compliance with health standards

Hatteras Press Tinton Falls, NJ
Graphic Design and Marketing Intern February - August 2020

- Designed the first-ever company lookbook, showcasing samples of the company's print capabilities to potential customers
- Created marketing materials and graphics to help local businesses enforce COVID-19 precautions, within 5-day turnaround
- Worked full-time hours remotely during the summer of 2020, emphasizing correspondence with my supervisor and efficient time management

Project Experience

"Spike's Underwater Adventure" App Development Wall Township, NJ
Graphic Design Lead, Developer September - December 2019

- Collaborated with team of 3 other students to conceptualize and create app that allowed young children to improve motor skills
- Combined java programming and graphic design skills to contribute to team and enhance app interface
- Facilitated testing with elementary school students and listened to feedback about the game