



# KIRSTY BRYCE

## COMPUTING GRADUATE WEB & GRAPHIC DESIGNER

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### ABOUT ME

My multi-disciplinary background in art and computing has allowed me to have skills that can be used in different areas of work. I am currently specialising in web, graphic, and UX/UI design. I have skills in web development technologies and design tools.

### LANGUAGES

**English** Native  
**French** Bilingual  
**Dutch** Elementary  
**Spanish** Elementary

### SKILLS

**Web Dev:** JavaScript, HTML, CSS, Bootstrap, Semantic UI, Webflow, Google Sites, Git  
**Design:** Figma, Photoshop, InDesign, XD, and Axure  
**Audio production:** DAW software (Logic Pro X, Ableton, Pro Tools), Audio Recording, Mixing, Mastering  
**Communication:** Microsoft (Word, Excel, PowerPoint, Outlook), Social media management (Hootsuite)

### ACHIEVEMENTS

In 2020, I received a **grade of 74%** for my Master's dissertation.

In 2019, I received a **grade of 95%** for my Master's project.

In 2018, upon completion of the Audio Production course, I was **awarded a first** for my Bachelor of Arts with Honours.

### EDUCATION

#### **MSC COMPUTING | SEP 2019 - OCT 2020** Edinburgh Napier University, Edinburgh (Scotland)

This Master's course provided me with a foundation knowledge of various aspects of computing such as software development, web development, database management, UX/UI design, and neural networks. **Master's Dissertation:** Entitled "Analysing Sound Design Principles to Create an Application that Alleviates the Symptoms of People with Anxiety". Under the supervision of sound design researcher and lecturer Dr. Iain McGregor (Edinburgh Napier University) I produced relaxing sounds and a web application to diffuse them with the purpose of testing the effectiveness of different sounds in reducing users' stress levels.

#### **MA ARTS & CULTURAL MANAGEMENT | OCT 2018 - JUN 2019** International University of Catalonia, Barcelona (Spain)

This Master's provided me with training in the business and management side of the art industry. This course gave me an in-depth insight into many cultural sectors such as museums, galleries, publishing, music, and cinema. As part of a group project, my master's project consisted of created a business plan for an online art & tech magazine.

#### **BA(HONS) AUDIO PRODUCTION (1ST CLASS) | SEP 2016 - AUG 2018** SAE Institute/Middlesex University, Brussels (Belgium)

This course provided me with key skills related to audio engineering and production. **Bachelor Dissertation:** Entitled "Artificial Intelligence In Music Mixing And Mastering: Is it a Risk to Jobs?". Under the supervision of mastering technician Gert Van Hoof (Cochlea audio editing and mastering), I researched the effects of A.I. in the music industry by conducting interviews with professionals in the industry as well as a survey of musicians.

#### **HIGHER NATIONAL CERTIFICATE IN POPULAR MUSIC | SEP 2015 - JUN 2016** University of the Highlands and Islands, Perth (Scotland)

On this HNC course, I gained an insight into the music and creative industries as a whole, as well as key theoretical and practical training.

### WORK EXPERIENCE

#### **COMMUNICATIONS INTERN | DEC 2018 - JUN 2019** Labóh, Barcelona (Spain)

I wrote and managed social media posts, managed large quantities of data, did press clippings, and managed press communications and conferences.

#### **SUBSTITUTE ENGLISH TEACHER | SEP 2016 - JAN 2018** Kids&Us Language School, Wavre (Belgium)

Whenever needed, I managed classes of young children, and I had to keep their focus and attention, and ensure they had fun throughout the lessons.

#### **BARTENDER & WAITRESS | AUG 2016 - JAN 2017** The Lodge Restaurant, Leuven (Belgium)

I interacted with customers and had to work efficiently and quickly in a high-stress environment.