

# Rebecca Gill Clarke

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London born, New York based designer with an interest in UX/UI, motion graphics and web development / MFA Candidate in Design and Technology at Parsons School of Design.

## Experience

Speakable / Product Designer  
January 2019 - present / New York

Digital product design for Speakable, a social action company using technology to enable smart and effective civic engagement. Designing and iterating upon interactions for their product Action Button. User research and rapid prototyping of new action types.

Battenhall / Designer  
April 2016 - August 2018 / London

Digital product design and content creation for a range of tech, media and retail clients, with a focus on social media. Developed products such as an [interactive price comparison tool](#) for Hotels.com and a [multi-platform competition microsite](#) for the Financial Times.

GALE Partners / Designer  
July 2015 - February 2016 / Toronto

Digital product design for a range of health, beauty and finance accounts. Acted as lead designer on several projects, working directly with a team of developers, creating and exporting all assets for build. Developed a dynamic visual identity system for the agency's rebrand, spanning across print, video and web.

BrandAlley / Designer  
January 2015 - May 2015 / London

Visual design of digital assets for brandalley.co.uk. Concept and creation of weekly email features and daily newsletters, working closely with the editorial and buying teams. Art direction of still life shoots for featured fashion and beauty brands, including post-production editing and retouching.

SelectNY / Jr Art Director  
February 2013 - January 2015 / Paris

Art direction and graphic design for a range of beauty, fashion and luxury clients. Development of a new visual identity for Boghossian. Concept and creation of four major ad campaigns for NIOXIN and assistant art direction of a rebranding campaign for M&S Beauty.

## Education

**Masters** MFA Design and Technology  
Parsons School of Design  
Expected graduation: May 2020

**Bachelors** BA (Hons) Graphic and Media Design  
University of the Arts London

## Design skills

### Visual

Interaction design  
Wireframing  
Rapid prototyping  
Storyboarding  
Motion graphics  
Vector illustration  
Branding  
Art direction

### Code

HTML / CSS  
Javascript

### Research

User interviews / surveys  
Competitive analyses  
User flows / affinity mapping

## Design tools

### UI / UX

Sketch  
XD  
Figma  
Principle  
InVision  
Zeplin

### 2D

After Effects  
Illustrator  
Photoshop  
Premiere Pro  
Lightroom

### 3D

Unity / Vuforia  
Cinema 4D

### Layout

InDesign  
Keynote  
Google Slides  
Wordpress CMS  
Django CMS

### Hardware

Arduino