

Nancy Hsieh
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Graphic Designer

I am a creative thinker with a strong interest in art, design theory, typography, and current issues. In my design practice, my goal is always to create beautiful, functional products that people want to see and use every day. The design must be intelligent, practical, and withstand the test of time.

Experience

Graphic Designer

The Contemporary Austin Museum 2018-2019

After taking a hiatus for family, I had the privilege of working one-on-one with the lead designer to complete projects ranging from ad design, museum printed materials, and signage to digital newsletters and web design. I learned about incorporating and creatively working within an established brand identity, as well as the daily routines involved in working in an educational and cultural institution.

Graphic Designer

Hyphen Magazine (Oakland) 2009-2010

This was an inspiring experience working with a team of passionate individuals with a common cause, creating a magazine reporting on what defines the Asian American experience. I collaborated with the executive team to develop concepts for articles and cover designs. I designed and managed layouts for both the quarterly printed magazine as well as digital ads and banners.

Graphic Designer

Hatch Design (San Francisco) 2006-2009

It was an honor working in this exciting, forward-thinking multidisciplinary design studio with a team of talented designers who taught me the power of good design. As a team, we studied design briefs, and created multiple design concepts to present to clients. I conceptualized and executed many visual iterations for logos, websites, packaging, brand identity, and marketing materials both printed and digital.

Education

Academy of Art University

BFA, Graphic Design GPA 4.0

Portfolio Winner

General Assembly

Front-End Development Certification

Career Foundry

UI/UX Certification

University of Texas in Austin

BA, Psychology/Biology GPA 3.1

Skills

UI/UX

Hi Definition Mocks

Responsive Grid

Iconography

Micro Animations

Wireframing

Rapid Prototyping

User Flows

A/B Testing

User Testing

Graphic Design

Typography

Layout+Grid

Color Theory

Production Process

Software

Sketch

Flinto

InVision

XD

Creative Suites

HTML+CSS