Olivia Blackmore

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Tools

Adobe Photoshop, Illustrator, After Effects, Figma, AI-Image tools, HTML, CSS

Skills

User-centered design, Wireframing, Prototyping, Photo/Video Editing, Motion Graphics

Work Experience

Design Intern *Vancouver, BC*
TEALEAVES *Jun 2025 - Aug 2025*
- Redesigned and maintained Shopify webstore interfaces, implementing layout and styling updates using basic HTML/CSS within existing themes to improve visual hierarchy and usability.
- Produced UI-ready visual and motion assets using Adobe Illustrator (light animations) and Photoshop (optimized image assets) for web and email newsletters.
- Iterated on layouts and assets across web and email touchpoints, ensuring design system consistency, accessibility considerations, and smooth handoff to implementation.

SIAT Social Media Ambassador *Surrey, BC*
Simon Fraser University *Jan 2025 - Mar 2025*
- Collaborated with students to showcase student work and initiatives, strengthening engagement and connection within the SIAT community.
- Planned, produced, and scheduled content across platforms, managing multiple deadlines while maintaining consistent quality and timely delivery.
- Edited videos with captions and visual pacing to improve accessibility and comprehension.

Production Team *Vancouver, BC*
TEALEAVES *Dec 2021 - Aug 2024*
- Assembled retail-ready packaging with strong attention to accuracy and quality standards.
- Maintained organized inventory systems and supported efficient warehouse operations.

Education

Simon Fraser University *Surrey, BC*
Bachelor of Arts, School of Interactive Arts and Technology *Sept 2024 - Present*
GPA: 3.72

Coursework in interaction design, human-computer interaction, visual design, and prototyping.

Extracurricular

UPhoto Graphic Design Coordinator *Jan 2026 - Present*
Collaborated with designers in Figma to create social media and merchandise assets aligned with the club's brand identity and style guidelines. Created wireframes and mock-ups in Figma to explore layout and branding directions before implementation.

SFU Blueprint Social Media Coordinator *Jan 2026 - Present*
Collaborated with communications and design teams to create high quality content supporting recruitment, projects, and events. Designed visuals in Figma, Premiere Pro, and After Effects following established brand systems and style guidelines.

The Peak Commission Illustrator *Sept 2025 - Present*
Created original digital illustrations based on article briefs, translating themes into clear, engaging visuals under tight editorial deadlines.