

Shea Molloy | hello@sheamolloy.info

Portfolio: sheamolloy.info/hello/SheaMolloy_Portfolio.pdf

M.S. Data Visualization | Parson's at The New School | 2022

B.A. Media Studies, Fine Arts | Hofstra University 2012

magna cum laude - Hofstra University Honors College

- Phi Beta Kappa, Salzburg Academy for Global Media and Change 2010 cohort

Design Content Strategy, Vectors & Illustrations Lead | Adobe Inc.: Software Company

August 2016 - current

- Led designer outreach, creative inspiration research and creative direction for commissioned content
- Led design trend research methodology development and direction
- Produced templates graphics for Photoshop, Illustrator and InDesign consumption
- Tested complex in-app design files and wrote usability documentation and technical specs

Assistant Creative Director; User Experience Consultant | Rayogram: Creative Agency

April 2013 - January 2020

- Developed creative production strategies for technical and design projects
- Designed user interfaces including data delivery platforms, mobile surveys, and interactive forms
- Built, designed, tested and managed launches of newsletters, ongoing usability reports and web pages
- Wrote usability tests and analyses for design development and iterative testing

Producer and Fabricator | Little Cinema: Immersive Film Production & Museum of Future Experiences

April 2017 - December 2019

- Supported creative direction for fabrication projects for more than 18 immersive film experiences
- Managed digital and print assets such as image collections, poster series, and social media campaigns

Instructor | girl develop it: Technology Education Non-Profit

June 2015 - current

- Taught classes in HTML, CSS, JavaScript, JQuery, Git, and UX/UI ranging from 8-24 attendees
- Developed curriculum for Adobe XD prototyping features

Web and Graphic Designer | New York Residence Inc: Real Estate Agency

August 2012 - December 2012

- Designed and developed web pages and email newsletters to a distribution list of over 40k subscribers

WINNER | Samsung Makers Against Drought Hackathon (UX/UI Design, Front End Development, Research)

ORGANIZER | Unglitch: an art-tech activist cooperative, NYC Mesh: community-owned internet

Shea Molloy | Design Prototype Engineer

www.sheamolloy.info

To the CC Lite Prototyping Team:

I am reaching out having spoken with a few Adobe employees and being more convinced than ever that this team is a complete intersection of my interests and values as well as my skills from my current role and my work outside of Adobe. In my current role at Adobe, I work on the Vectors and Illustrations collection development for Adobe Stock. This has allowed me to explore technical troubleshooting, product integrations, creative direction, writing, and trend forecasting in the world of visual content, but my work outside of Adobe is more in front-end development and design. Using skills from prior jobs as well as my studies and volunteer work, I've been able to [build web tools for artists](#), participate in [Adobe Stock hackathons](#), and help [develop strategic ideas across Stock](#) in ways that extend beyond the data analysis and creative direction focuses of my role on the Adobe Stock Content team in New York.

In addition to my role at Adobe, I work with a [community-owned wifi project in New York called NYC Mesh](#), freelance with the [creative agency Rayogram](#), and am studying at Parson's New School pursuing a Masters of Science in [Data Visualization](#). These projects allow me to work with prototyping tools and front end technologies that keep me up-to-date with languages and best practices. With NYC Mesh, we're using netlify and Vue JS to update content, specs, and documentation on a regular basis. In my studies at Parsons, I have been using HTML, CSS, and jQuery as well as P5.JS, Python, C++, and AWS to explore modern methods of data visualization, data collection, IoT projects and machine learning models. My freelance work with Rayogram consists of in-depth user research in addition to interactive prototyping using Adobe XD and HTML/CSS. I see all of these skills as useful in my larger understanding of technology in my current role, and integrate them wherever I can. I hope to develop my ideation and prototyping skills even further and I believe that CC Lite is examining interfaces and creativity in a way that would build on those skills.

My strengths primarily lie in the creative side of technology, but many of my projects require me to set up development environments for myself using my own or others' tools. My daily use of version control tools such as git and my increasing use of AWS and database systems encourages me to explore roles that challenge me, and my advanced background in Creative Cloud applications (10+ years in Photoshop, Illustrator, InDesign) provides lots of insight into Adobe's long-tail user experience goals. I hope to be able to push these skills even further on a team looking towards the future of technology and how to make it accessible to everyone.

Thanks for your time,

Shea Molloy