MADDISON NIELSEN

PORTFOLIO
planarally.github.io

CONTACT
307 . 220 . 3933
maddison.nielsen@gmail.com

EXPERIENCE

Graphic Design Studio I, II, III
SPRING & FALL 2021, CURRENT

Learning the graphic design process--concept, visualization, documentation, professional presentation-- for a variety of projects.

Web Design I, II, III
FALL 2020, SPRING & FALL 2021

Studied topics including web hosting via Github, file management, site mapping, HTML, CSS, Java, and various methods of responsive web design.

DIGITAL ILLUSTRATION
FALL 2020

Creating vector-based artwork and manipulating type to create dynamic content and elements for use in print and online delivery.

UX DESIGN I
SPRING 2021

Studied topics including user research, information architecture, interaction design, prototyping on FIGMA and XD, and usability testing.

PAGE DESIGN I + II
FALL 2020, CURRENT

Developing professional solutions to complex page layout and electronic publishing design problems, using advanced typographic controls.

MOTION GRAPHICS I
FALL 2021

Conceptualizing, designing, and producing visual communication solutions using motion and animation.

ANIMATION III
CURRENT

A basic overview of 3D modelling, character rigging, animation, shading, lighting, and rendering using Autodesk Maya.

EDUCATION

SANTA MONICA COLLEGE
2017 -- PRESENT

Associate's Degree in Liberal Arts, Interaction Design Major

ARIZONA STATE UNIVERSITY
2012 -- 2014

Journalism & Mass Communication Major

PROFESSIONAL SKILLS

- Concept Sketches
- Logo Design
- Packaging Design
- Illustration
- Wireframing & UI Design
- Page and Layout Design
- Writing & Copyediting

- Web Design: HTML, CSS Javascript, Bootstrap
- Adobe Illustrator, InDesign, After Effects, Photoshop, Fresco, Premiere, XD
- Autodesk Maya
- Github, Google Suite, MS Office, Figma

- Communication
- Team Leadership
- Scheduling
- Interviewing
- Design Critique
- Group brainstorming
- Detail Oriented

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