

Andrew Song

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BFA Graphic Design 2017
Graphic Design Department
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Education

2009-13 Amador Valley High School, Pleasanton, CA
2013- Rhode Island School of Design

Work Experience

Summer Intern at Pleasanton TCBC Heritage School

1055 Serpentine Lane, Pleasanton CA 94566

Designed a class to expose young children ages 5 to 12 to the creative art experience through a variety of materials to stimulate visual awareness.

Taught a six-week drawing class in giving children opportunity to develop their visual learning skills and become better sketchers.

Responsible for maintaining the working knowledge related to visual strategies, software systems, and design.

2015 and 2016 **Summer Intern at Blackhawk Network.**
6220 Stoneridge Mall Rd, Pleasanton, CA 94588

Worked in Blackhawk Network's Payment and Identity team.

Created eGifts and fixed many bugs and issues involved in their eGifts. Helped deploy certain eGifts on giftcardmall.com. Worked closely with UI developers and engineers on making their eGift rewards website.

Developed wire-frames and prototypes for Blackhawk's eGift rewards mobile application.

Volunteering

2013 **Pleasanton Seahawks Swim Meet Marshall**

Helped Facilitate swimmers in each lane and provided hospitality to coaches and volunteers.

2015 **Amy's House Providence, RI**

Volunteered in Amy's House Homeless Shelter. Worked in the cafeteria and helped serve food.

Skills

Design Fields

User Experience, User Interface, Data Visualization, Iconography, Branding, Illustration, Book Design, Letterpress

Programs

Adobe Creative Cloud (Indesign, Illustrator, Photoshop), Sketch, Keynote, Illustration, Microsoft Office

Languages

HTML/CSS, Javascript, English, Chinese

School Projects

Worked on info-graphic and type Posters in Typography 1, 2, and 3.

Designed different types of books including an accordion book and multiple typography books.

Made a series of Info-graphic posters in Design 1, 2, and 3 showing information design and being able to organize data to its very basic facts and core.

Worked on an Installation and exhibition piece through environmental design in Design 3.