

# MARISSA EPSTEIN

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## EXPERIENCE

### **LULLABOT** *Providence, RI (distributed)*

- Senior UX Designer, September 2014–Present

Contribute to major projects for the distributed Lullabot design team. Lead design projects, educate clients and colleagues about UX processes. Participate in gathering research, sketching and refining website architecture, and establishing UI and custom page designs.

### **FIGMINTS DELICIOUS DESIGN** *Pawtucket, RI*

- Art Director, October 2012–September 2014

Worked on a variety of projects, from branding and print design to UX/UI and website design. Complete designs from research and ideation, architecture and wire-framing, and ultimately to digital design executions and code. Art direct projects of other designers, and collaborate with the development team.

### **MOJOTECH** *Providence, RI*

- Visual Designer, November 2011–June 2012

Worked alongside the development team to create interactive designs, particularly web apps for start-ups. Created information architecture, wire-frames, page layouts, branding, and content for website designs.

### **INTERBRAND** *Cincinnati, OH*

- Design Intern, April 2009–December 2010

Collaborated with the Interbrand design team on packaging and branding projects. Specifically sketched and created digital executions on the Wrigley team for such brands as Orbit, Lifesavers, and Skittles, but also helped the home and beauty teams. Participated in several student projects and presentations.

## EDUCATION

### **UNIVERSITY OF CINCINNATI** *Cincinnati, OH*

College of Design, Architecture, Art, and Planning

- 2006–2011
- Major: Graphic Design
- Minor: Psychology
- Participated in the Professional Practice Program, alternating quarters of classroom study with work in the field of graphic design
- GPA: 3.8/4.0

### **A. W. DREYFOOS, SCHOOL OF THE ARTS** *West Palm Beach, FL*

- 2002–2006
- Major: Communication Arts (focus on Graphic Design and Photography)
- GPA: 3.8, HPA: 4.3

## ACTIVITIES

- Speak publicly about design topics at meet-ups and conferences *2013–Present*
- Continue education via participation in local and online classes and personal reading *2011–Present*
- Run numerous freelance projects, including branding, packaging, and app UI design *2007–Present*
- Volunteered over 300 hours of community service work, both locally and on mission trips *2004–2011*

## ACHIEVEMENTS

- Best Design in Node.js Knockout competition (Zoom the Balloon) *2013*
- Best in Class by the Interactive Media Awards (GrooveHQ marketing website) *2012*
- 2nd Place at Startup Weekend Providence (FirstFive) *2012*
- Graduated Magna Cum Laude with Honors, all quarters on Dean's List and Honor Roll *2011*
- Excellence in AP Photography, Photography I, and Web Design (one student per year) *2005–2006*

## ABILITIES

- Digital: Mac and PC, Sketch, Microsoft Office, Adobe Creative Suite (strong in Photoshop, Illustrator, InDesign, proficient in Flash, After Effects, Dreamweaver)
- Photography: digital (Panasonic Lumix), 35mm (Nikon Nikkormat), traditional methods
- Understanding of HTML & CSS

