

# Ariana Garland

## Digital Product Designer

arianagarland.com

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## EDUCATION

**University of Washington**  
BDes in Interaction Design  
BA in Psychology

Seattle, WA | Class of 2020

## AWARDS

**Hispanic Academic All-Star**  
Taped for Univision Television, Unimas Tampa, and recognized in the Tampa Tribune as a Hispanic Scholar (top 3% of class)

**Herbert Lehman Scholarship**  
NAACP Legal Fund Academic Scholarship

## TECHNICAL SKILLS

### Languages

English, Spanish, and French

### Programming Languages

Swift, Java

### Other Technology

Figma, Creative Cloud Suite, Sketch, Principle, Notion, Git, Webflow

## EXPERIENCE

### Somewhere Good • Visual Designer, Brand Experience Designer

JUNE 2021 - PRESENT

Responsible for designing and implementing visual designs for a wide range of products including the physical space, printed materials, email, and other social channels. Collaborated closely with marketing and product design teams to create a succinct and cohesive brand identity. As the business grew, I worked within the existing design system and evolved it to ensure it remained effective and visually appealing.

### In Session Music Producer Camp • Product Designer

SUMMER 2020

Curated the website experience through Webflow for students to sign up for Zoom class sessions resulting in consistent attendance of 200+ producers for a week. Designed commemorative merchandise using the established branding for the camp resulting in selling beyond our initial projections for the drop.

### Glossier • Showroom Editor, Glossier You Editor

SUMMER & WINTER | 2019 & 2020

Facilitated a non-transactional and educational atmosphere in a high traffic pop-up. Practiced storytelling and led customers to products that fit their needs best with their experience always in mind. Promoted inclusivity and diversity through the medium of Glossier's visual language.

### Husky Grind • Visual Designer

MAR 2018 - JUNE 2019

Updated the design of coffee labels and merchandise in the University of Washington's owned cafes. Collaborated with another designer using visuals to educate customers of their sustainable purchases.

### Cyborg Mobile • Junior Interaction Designer

FALL - WINTER | 2017 & 2018

Designed accessible wire-frames for a digital toolkit tackling implicit bias for Seattle Public Schools staff. Implemented educational information and built interactivity throughout the pages for a fulfilling user experience. Collaborated with fellow UX designers to provide a non-accusatory educational environment within the toolkit.

### Microsoft • YT Intern, Program Manager Intern, Design Intern

SUMMER | 2016, 2017, 2018

Engineered and designed iOS mobile apps and games in collaboration with other peers. Hands on experience with Sr. Program Managers, Sr. Software Engineers and Sr. Designers. Gained experience in Sketch, Flinto, Swift, Xcode, and Adobe XD. Applied communication and presentation skills in pitching our apps to fellow Microsoft Executives.