

# Ariana Garland

## Multi-Disciplinary Designer

arianagarland.com

(813) 703 3975

garlandariana@gmail.com

## 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

### Other Technology

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

## EXPERIENCE

### OUI the People • Brand Designer, Art Director

JUNE 2023 - PRESENT

Oversee the visual direction and creative strategy for all marketing and advertising materials. Conceptualized and designed engaging and innovative visual assets, including print and digital advertisements, packaging, website graphics, and social media content while aligning creative vision with business goals and objectives.

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

JUNE 2021 - MAY 2023

Responsible for designing and implementing visual designs for a wide range of content 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.

### Splice • Production Designer

JULY 2021 - MAY 2022

Designed and implemented social media content that adheres to existing brand guidelines, ensuring that visual consistency is maintained across all platforms. Collaborated closely with Sr. Art Directors to create visually striking blog posts, YouTube thumbnails, and Instagram posts that were delivered in a timely and precise manner.

### In Session Music Producer Camp • Product Designer, Visual 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.

### 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.