

Ariana Garland

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arianagarland.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

EXTRACURRICULARS

National Society of Black Engineers

SEP 2015 – SEP 2017

Involved in community service activities to raise the retention rate of African-American students in the engineering fields

TECHNICAL SKILLS

Languages

English, Spanish, and French

Programming Languages

Swift, Java

Other Technology

Creative Cloud Suite, Sketch, Principle

EXPERIENCE

In Session - Music Producer Camp

Visual Designer

SUMMER 2020

- Curated the web experience 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
- Promoted inclusivity and diversity through the medium of Glossier

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 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