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
Product 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 interactiv-
  ity 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