

Kate Watkins

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EDUCATION

Parsons The New School for Design >> New York, NY -----> Fall 2010 - Spring 2012
MFA Design + Technology; GPA 3.8

Central Academy of Fine Arts (CAFA) >> Beijing, China -----> May 2011
Parsons MFA Study Abroad Program

University of Colorado >> Boulder, CO -----> Fall 2003 - Fall 2007
BFA Painting, BS Journalism; Cumulative GPA 3.6

Syracuse University >> Florence, Italy -----> Spring 2006
Fine Arts Study Abroad Program

WORK EXPERIENCE

Senior UX / Product Designer >> [Visually](#) >> San Francisco, CA -----> May 2015 - Present
> Lead designer for the Visually product
> Delivered clean, informed designs in both a consumer facing and B2B space.
> Collaborated with project PMs and devs on a two-week sprint cycle
> Employed creative problem solving to translate wireframes into seamless visual design.
> Designed Visually's new Creative Brief and [Company Workspace](#)

Visual Designer >> [Stamen Design](#) >> San Francisco, CA -----> October 2013 - November 2014
> Front End Development, UI/UX, Graphic and Installation Design
> Cartography and Development: [Pinterest Maps](#)
> Visual Design and User Interaction: [Digital Reflection](#)
> Visual Design: [Audubon Data Visualization](#)
> Cartography and Development: [Tableau Basemaps](#)
> UX/Visual Design for Trails: [Parks Conservancy](#)
> Visual Design and Cartography: [Surging Seas](#)

Creative Assistant >> [Twofifteenmccann](#) >> San Francisco, CA -----> November 2008 - June 2010
> Provided administrative support to Senior Creative Staff.
> Worked closely with Art Directors to create visual material for clients, such as branding videos, print ads, logo design and general prototype design.
> Assisted Account Planners with branding research for creative briefs.
> Oversaw IT support

Assistant Curator >> [111 Minna Gallery](#) >> San Francisco, CA -----> May 2008 - October 2008
> Supported curator with scheduled events.
> Participated throughout the entire on-site installation process:
Built props, organized artwork, and worked with light and sound technicians.

FULL-TIME FREELANCE / PROJECT-BASED WORK

Full-Time Freelance Product Designer >> [Jut](#) >> San Francisco, CA -----> February 2015 - April 2015
> Front End Development, UI/UX, Graphic Design
> New website design
> Pattern Library for all design and code related assets.

Full-time Freelance UI / UX Designer >> [Mekanism](#) >> New York, NY -----> July 2013 - September 2013
> UX Design - Pepsi NFL Superbowl 2014
> UX Design - Current Mekanism [website](#)
> Graphic Design - [Quirky](#)
> Video Editing - [Amp Energy](#)

Full-time Freelance UI / UX Designer >> [A+E Television Networks](#) >> New York, NY -----> May 2013 - July 2013
> Strategy and Innovation Department
> UI / UX Design for A+E mobile, web and tablet applications

Full-Time Freelance UI / UX Designer >> [Atmosphere BBDO](#) >> New York, NY -----> January 2013 - May 2013
> Information Architecture - Wall Street English (WSE)
> UX Design - Above the Influence Campaign: Made By Me
> UX Design and UI Prototyping - Emirates Airlines

Freelance Technical Designer >> [Social Bicycles](#) >> New York, NY -----> October 2012 - December 2012
> Electronic and mechanical assembly of locks at the [Tomorrow Lab](#), NY
> Graphic Design for SoBi manuals, SXSW material

Full-Time Freelance UX Designer / Interaction Designer >> [Fullsix New York](#) >> Brooklyn, NY -----> August 2012 - October 2012
> Worked closely with both the Senior Art Director and the Software Developer.
> Conceptual UX design for web, mobile, and tablet interfaces.
> Front-end web developer - [Olmeca Altos](#)

ADDITIONAL EXPERIENCE

Research Assistant, MFA Design + Technology >> [Parsons The New School for Design](#) >> NY, NY -----> May 2012 - August 2012
> Interactive Surface
> Multi-Touch DSI - Diffused Surface Illumination - Prototype
> Platform for innovation for developing interactive table surfaces.

Creative Technologist + Artist >> [Eyebeam Art + Technology Center](#) >> NY, NY -----> September 2011 - April 2012
> Collaborated with resident artist, Carrie Mae Rose
> [Wearable Weapons Exhibition](#)
> Mainly worked on technological prototyping and circuitry.
> Helped with fundraising for Art Grants.

Exhibition Committee >> MFA Design + Technology Program, Parsons >> NY, NY -----> February 2012 - May 2012
> [MFA DT Thesis Exhibition 2012](#) Leadership Role
> Helped organize, install and curate 74 interactive, student projects.
> Exhibition at Kellen Gallery: 2 West 13th Street, NY, NY

Freelance Writer >> [Artbusiness.com](#) >> San Francisco, CA -----> April 2008 - June 2009
> Wrote articles about the art scene in San Francisco.
> Reviewed galleries, museums and related art openings and fundraisers.
> Completed feature articles for both artists and art collectors.
> *Publications:* [The Lab: Subversion Complexity](#); [Andrea Schwartz Gallery - Lobby Gallery](#)

Graphic Design Intern >> [Berger & Fohr](#) >> Boulder, CO -----> May 2007 - August 2007
> Managed the company's websites: [joyengine.com](#) and [cypher13.com](#)
> Developed designs for various JoyEngine apparel.
> Assisted artists with gallery openings.

New Business Intern >> [Brainstorm Group](#) >> Denver, CO -----> August 2006 - December 2006
> Developed website concepts for various clients including EAS
> Researched new business opportunities.
> Organized data based on competing companies.

EXHIBITIONS

Handwritten by Machines >> Harvestworks, Digital Media Arts Center >> NY, NY -----> August 18th, 2012
Parsons Alumni Exhibition >> Parsons The New School for Design >> NY, NY -----> October 13-19, 2012
Digital Reflection, Tech Museum >> Stamen Design >> San Jose, CA -----> October 2014 - 2018

CONFERENCES

State of the Map 2014 >> Talk: [CartoCSS Tricks](#) >> Washington, DC -----> April 13, 2014

SKILLS

Adobe Suite:	Programming:	UI/UX:	Sound Design:	Working Knowledge:	Fine Arts:	Languages:
> Photoshop	> openFrameworks (C++)	> Omnigraffle	> Max / MSP (Jitter)	> PHP	> Illustration	> Spanish
> Illustrator	> Arduino	> Balsamiq	> SuperCollider	> Final Cut Pro	> Painting	> Italian
> InDesign	> Processing (Java)	> Visio (PC)	> Audacity	> Rhinoceros	> Film Photography	
> After Effects	> HTML5 / CSS3	> Sketch		> Zajal (Ruby)	> Digital Photography	
> Premiere Pro	> jQuery			> Cinder	> Welding	
> Flash	> Javascript				> Screen Printing	
	> Bootstrap / React					