



Kate Watkins >> katewat.com
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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 Product Designer >> Visually >> SF, CA >> NY, NY >> May 2015 - Present
 > Lead UI / UX designer for Visually's web and mobile 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, Dashboard, Activity Feed, Image and Video Annotation

Visual Designer >> Stamen Design >> SF, 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 >> SF, 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 >> SF, 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 >> SF, 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 >> NY, 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 >> NY, 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 >> NY, 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 >> SF, 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.

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

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