ANNA GUSMAN

www.anna-gusman.com | anna.n.gusman@gmail.com

EDUCATION

Carnegie Mellon University
Bachelor of Design
Minor in Intelligent Environments
Pittsburgh, 2015-2019

EXPERIENCE

Wick Editor | UX & Visual Design Lead
Sep 2017 to July 2019 - Pittsburgh, PA
Worked in a multidisciplinary team of 4 to design an open source, browser-based toolkit for creating interactive art, animations and games online. Boosted our engagement from 3,000 to 12,000 monthly

Lunar Gala | Creative Director
Aug 2018 to May 2019 - Pittsburgh, PA
Designed Identity and directed Print, Web, Motion, and Press elements of Pittsburgh's largest fashion event of the year. Recruited and lead a team of 15 designers to ensure a sold-out the show with approximately 2,000 in attendance.

Microsoft AI&R, Cortana | UX Design Intern
Summer 2018 - Seattle, WA
Designed and pitched a new tangible interface and voice-driven experience with Cortana. More information available upon request.

The Frank Ratcheye Studio for Creative Inquiry | Visual Designer
Sep 2017 to May 2018 - Pittsburgh, PA
Designed promotional material and website modules for Carnegie Mellon University's new media research laboratory.

Odopod | UX Design Intern
Summer 2017 - San Francisco, CA
Collaborated with a team of 5 to design a bluesky navigation system for the Sony Playstation V. More information available upon request.

UCCRN, The Earth Institute, NASA GISS | Visual Design Intern
Summer 2016 - New York, NY
Designed and published infographics on the impact of climate change in cities for the Urban Climate Change Research Network's publication. Officially launched at the COP21 Climate Summit for Local Leaders in Paris City Hall.

HONORS

CMU Inaugural Presidential Scholar 2019
Mozilla Open Source Support Program Grant 2018
KPCB Design Mentorship Program Finalist 2017
Harvard Crimson Journalism Award 1st Place 2015
Circolo Davinci Italian-American Student Scholarship 2015

SKILLS

Visual	Product	Software	Coding
Illustration	UX Research	Adobe Suite	Javascript	p5.js
Lettering	Storyboarding	Sketch	Java	Processing
Branding	Wireframing	Figma	C#	Unity
Motion	Prototyping	Principle	Max/MSP/Jitter
		Unity	Rhino	Grasshopper