

Laurie Waxman

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Education

Parsons New School for Design, New York, NY, 2016
BFA Design and Technology / Communication Design
Dean's List, University and Departmental Honours

Tools & Skills

Experienced (4-8 years): Adobe Illustrator, InDesign, Photoshop, HTML, CSS, JS (vanilla, JQuery and P5), Processing. *Intermediate (1-3 years):* PHP, D3.js, 3D modeling (Rhino, OpenSCAD), 3D rendering (VRay for Rhino), 3D-printing, Arduino, lasercutting, Adobe After Effects. *Beginner (<1 year):* Unity, Adobe Premiere, AngularJS, SketchUp, OpenFrameworks.

Aptitudes

Attention to detail, independent learning, generalist.

Languages

Conversational French, limited German.



Designer

Midnight Commercial, Brooklyn, NY, August 2016–March 2018

Ideation, UX/UI, 3D, prototyping and lead graphic design on interactive projects from pitch to production. Lead deck creation and design; directed creation of images, created 3D models and renders. Acted as liaison between design, engineering and production teams to keep designs within feasibility and budget. Initiated organization of Dropbox and other file management systems. Designed all Midnight Commercial branded materials—e.g. door signage, mugs, presentations, email signatures—based on existing identity.

Graphic Designer

Art in Odd Places, New York, NY, September 2018

Designed event postcards and email invitations based on existing identity.

Graphic Designer / Developer

Fly Communications, New York, NY, July–August 2016

Designed layouts and created mechanicals for books, brochures and cards, worked on web advertisements, and design / front-end development of micro-sites.

Graphic Design & Interaction Intern

Eyeball Creative Design Agency, New York, NY, Summer 2015

Participated in clients' visual identity development. Built an interactive prototype of the client's website to clearly demonstrate responsive design concepts to the development team; designed a dynamic logo generator.

Digital Interaction Intern

Brand New School, New York, NY, Spring 2014

Shadowed Director of Digital, learned Unity basics, participated in QA for the company website and aided in the development and visual design of digital and physical computing projects.

Student Jobs & Leadership at Parsons

Interaction Designer to Julia Wargaski, Spring 2014–Spring 2016

Created an interactive web edition of a printed infographic on stem cells. Early experimentation and prototyping for an educational virtual reality experience.

Peer Mentor for Design and Technology, Fall 2014–Spring 2016

Participated in student panels and orientation for incoming students. Passed on work related tips and tricks to underclassmen. Spoke with administration regarding student feedback and sentiment towards the program.

BFA Design and Technology Thesis Show 2016, Spring 2016

Branding and identity design for "Supertranspositions" the BFA DT class of 2016 thesis show. Designed and produced all promotional materials—posters, pamphlets, interactive and static web-banners, informational wall plaques. Plus additional smaller roles in all other aspects of show planning.

Creative Code Club, Summer 2014–Spring 2016

Led an extra-curricular student group focused on design and development best practices for web, aimed at students from all experience levels. Planned meetings, kept up with school administration, represented the club at school-wide events.

Teaching Assistant for Data Design Code, Fall 2014

Taught programming fundamentals to less advanced students. Critiqued student work on data visualization clarity and design. Aided students with code and design in one-on-one sessions.