A/T

Arwen Tyler (they/them)

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Profile

Experienced designer with past fulltime positions in Graphic design pursuing MDes to transition into Communications design.

Seeking internship opportunities for summer of 2021.

Education

Carnegie Mellon University 2020-Pittsburgh, PA 2022 Masters of Design for Interactions

Middlesex University 2013: London, UK 2017 Bachelor of Arts – Fine Arts

Competencies

//2D, Motion Design//
Adobe Illustrator, Photoshop,
Lightroom, InDesign, After Effects,
Premiere

//Prototyping// Adobe XD, Sketch, Zeplin, Framer, Protopie

//3D Modeling//
AutoCAD, Rhino, Key-Shot, Cinema
4D, Sketch-Up, 3D printing, Lasercutting

//*Programming*// HTML & CSS, Arduino, MATLAB, Python, Processing

//Language//
English (Native), Welsh (Native),
French (Fluent), Urdu (limited
working proficiency)

Arwen Tyler is a dual-citizen of the US and the EU and will not require sponsorship for any job opportunities in the future.

EXPERIENCE

CMU // 3D Illustration Lab Teaching Assistant // Sep 2020-Present Provide 1:1 mentorship to undergraduate Design students in operating and maintaining heavy woodshop machinery.

Luci Creative // Contracted Designer // Jan 2018-Present Functioned as contracted graphic and 3D exhibit designer. Projects included visual elements for 3D museum/exhibit spaces, kiosk UI wireframes, client-facing style guides, and production-ready signage for in-house fabricators.

AMZ Innovyz Business Accelerator // Fellow // Jun – Dec 2017 Acted as communications lead for feminist e-commerce platform that was selected to participate in 4-month experiential business mentorship program for digital start-ups.

King // *Graphic Design Intern* // May – Aug 2016 Designed in-motion graphics for various app-based video games. Created Halloween-themed name graphic and accessories for Candy Crush.

SELECTED PROJECTS

Safe Space // Carnegie Mellon University // Fall 2020 A Conversational User Interface to provide inclusive and meaningful acces to therapy, otherwise of reach due to cost, availability, fear or stigma, via AI-led counseling sessions.

Worlds Between // Carnegie Mellon University // Fall 2020 A VR-based museum experience application for the Carnegie Museum of National History that illustrates the story of symbiotes in ecosystem.

Is This Home? // *Middlesex University* // 2016-17 Researched, illustrated, and authored children's book that highlights stories of Tibetan refugees.

EXHIBITIONS

Twilight of the Idols // Alice Black // London West End // 2020 Barefoot // Large Glass // London // 2019
Take One Picture 2018 // The National Gallery – UK // 2018
Monochrome: Painting in Black and White // The National Gallery – UK // 2017