



# MACKENZIE CHERBAN

MackenzieCherban.com

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## HELLO

I am an interaction + visual designer working towards a Master of Design at Carnegie Mellon University. A naturally curious person, I have an insatiable urge to learn new things, work with diverse people, and get my hands dirty. I believe in inclusive design, joyful interactions, and whimsical storytelling.

## EDUCATION

### **CARNEGIE MELLON UNIVERSITY | PITTSBURGH, PA**

*Expected Graduation: May 2018*

School of Design | candidate for Master of Design, Design for Interaction

### **EDINBORO UNIVERSITY | EDINBORO, PA**

*Graduated May 2012*

BFA | Applied Media Arts, Graphic Design

BFA | Studio Arts, Jewellery/Metals

## EXPERIENCE

### **TEACHING ASSISTANT - COMMUNICATION DESIGN | CARNEGIE MELLON UNIVERSITY**

*August 2016 – Present*

- Critique and grade student work as well as provide feedback.
- Facilitate group discussions and peer critiques.
- Lead tutorial sessions for technical and software skills.

### **FREELANCE DESIGNER**

*March 2015 – August 2016*

- Graphic Design, UX Design, UI Design, and hand-lettering.
- Designed user flows, assisted with the user experience, created visual branding, and worked with engineers and developers to prototype mobile and tangible interactions. Client: Deeplocal.
- Designed and hand-lettered a variety of projects from branding to installation art. Clients: Loaded Creative, Engine House 25, and Edinboro University.
- Worked with existing brands to design a wide range of deliverables, from print to web. Clients: Giant Eagle, SNAG: The Society for North American Goldsmiths.

### **JUNIOR ART DIRECTOR | MULLEN**

*June 2013 – March 2015*

- Art direction and design work across multiple mediums including print, social media, digital/web, non-traditional, and broadcast.
- Collaborated with all departments to produce creative campaigns.
- Gained exposure working with photographers and video production companies on campaign deliverables.
- Clients: Highmark Blue Cross Blue Shield, PPG Paints, Children's Museum of Pittsburgh, HTH Pool Care.

### **SPACE HOSTESS | THE WALT DISNEY COMPANY**

*June 2012 – January 2013*

- Worked at Space Mountain for the Walt Disney Company at their Magic Kingdom Park.
- Interacted with a thousands of guests from all over the world.
- Responsible for providing a high level of customer service, quick conflict resolution, and creative problem solving skills to help maintain the magic of Disney.

## SKILLS

Visual Design | UX Design | UI Design | Storyboards | Wireframing | Digital + Physical Prototyping | Lettering

**Tools:** Adobe Creative Suite | Sketch | InVision

**Working Knowledge in:** HTML/CSS | Javascript | Unity | Arduino