

TECHNICAL SKILLS & DESIGN TOOLS

Design

Adobe Creative Cloud Suite 2021 (Photoshop, Illustrator, InDesign, Sketch, Draw, Lightroom, AfterEffects, PremierePro), Glyphs, Procreate

UI/UX

Sketch, InVision App, Principle, Usability Hub

Code

HTML5, CSS3, (currently enrolled in JS courses)

Project Management

Google Drive (Docs, Sheets, Slides), Adobe Acrobat, Miro, Trello

Certified Specializations

Graphic Design, Web Design & Development



I am a Multi-Mountain shaped professional specializing in the overlap between User Experience (UX)/User Interface (UI)/product, brand identity, and visual storytelling design.

EDUCATION

UX / UI Design Boot-camp @ Flatiron School—New York, NY

- Certificate of Completion, 2020
- Immersion Phase team-lead & Client Phase Co-team lead
- Voted “Most Creative” in Cohort

Bachelor of Arts Degree (BA) Art & Art-History @ DePaul University—Chicago, IL

- Media Arts Major concentration
- Photography & Digital Video double emphasis
- Communications Minor
- Media Studies concentration
- Fan/Fandom Studies emphasis

MYSTIE CHAMBERLIN

INTERDISCIPLINARY TRANSMEDIA ARTIST, VISUAL STORYTELLER & UNICORN DIGITAL DESIGNER

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EXPERIENCE

Freelance Digital Product and Visual Brand Designer @ Made by Mystie—New York, NY 11/2014–Present

- **Responsive Web design:** Designed website & related content for Berkley grad/Musician Peri El to improve usability & user experience/interaction, as well as to stimulate brand awareness.
- **CD packaging design:** Created stylish 4-panel digipak layout for Melodime’s third album “The Underdogs.”
- **Product packaging label design:** Designed packaging label for Dream Baby Bar & Lounge’s to-go cocktails, Emotional Rescue, during COVID.
- **Brand-identity Design:** Built brand awareness campaign materials (logo, typeface, character, & comps) for serial music events brand, BluesCraft.
- **Enterprise GUI design:** Illustrated & rendered graphic interface elements & layout for Realitone’s 3rd party Kontakt sound library plug-in., Fingerpick.
- **Mobile App Game graphic design:** Blended pop-art with pixel art visual aesthetic for a casual mobile app game, Sh*tBricks.
- **Print Magazine Cover Art & Illustration:** Illustrated the cover & feature for Bristol Live’s 50th Anniversary issue.
- **Stop Motion Animation Music Video:** Cameron McGill’s Depression Glass selected & premiered at the Midwest Independent Film Festival.

UI/UX/Product Designer @ YourLocal—New York, NY 11/2019–12/2019

- **Mobile App design:** Researched & designed the home-to-purchase flow wireframes & prototype for the YourLocal food recovery app ensuring user-friendly navigation through 5 screens (10% increase ease-of-use).

Studio Manager @ School of Rock—New York, NY 09/2011–11/2014

- **Email Marketing design.** Regularly made legible email marketing layout designs, digital assets, & content.
- **Show Poster design.** Produced promotional photographs & layout for 4 shows every 3 months.
- **Built social media presence:** digital filming, editing, & branded content, including most viewed [YouTube video](#) —20k+ views (6,567%+ increase).



Mystie-Chamberlin is also {

[Just-Another-Folk-Singer](#): ‘a singer-songwriter’; // I’m a picker; “I’m a grinner; I’m a lover, and I’m I sinner” —Musician, Writer, & music aficionado

[A-professional-student](#): ‘a consummate life-long learner’; // frequently active on Coursera, EdX, Udemy, LinkedIn Learning, & Pluralsite

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