

KRISTEN SIMMS

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EXPERIENCE

Digital Designer, Curriculum Concepts International

APRIL 2015- PRESENT

- Work with a team to animate and add interactivity to electronic children's books.
- Create games and reading programs for autistic children.
- Draw and animate graphics for educational materials.
- Collaborate with team to create math and reading programs for children in developing countries, as part of the XPrize Global Learning Competition.
- Utilize written communication skills through daily e-mail correspondence with editors, sound artists, programmers, and fellow designers.

Docent, SPRING/BREAK Art Show 2015

- Assisted curators in protecting valuable artwork.
- Informed visitors of the history and/or concepts behind the artwork, as well as prices for individual pieces.
- Directed foot traffic in order to create a comfortable and meaningful experience for each visitor.

Student Assistant, The New School Human Resources

APRIL 2014-MAY 2015

- Answered phone calls, handled filing, and entered data.
- Answered questions for students and faculty.
- Helped the office's operations run smoothly.

SKILLS

- PhotoShop
- AfterEffects
- InDesign
- Illustrator
- Muse
- Premiere Pro
- Microsoft Office
- Book Design
- Animation
- Illustration
- Typography
- Storyboarding
- Graphic Design
- Printmaking

EDUCATION

Parsons: The New School for Design NEW YORK, NY
B.F.A. in Illustration with Honors, May 2017

HONORS

Parsons: The New School For Design

Dean's List,
BFA Scholarship,
Dean's BFA Scholarship,
Chase Scholarship

2016 Adobe Design Achievement Awards

Semifinalist for Fine Art Animation category with animation *Daisy*

RELEVANT COURSEWORK

Core Studio and Lab 2D: Drawing and Painting

- Studied the practice of freelance illustration, developed drawing skills, and created images within short deadlines.

Core Studio and Lab 4D

- Studied the history and principles of animation, improved skills in Photoshop and AfterEffects, and developed storyboarding and character design skills.
- Independently created a two minute long narrative animation. [↗](#)

Children's Book Illustration

- Learned process of creating a children's book, including the business and practice of children's book illustration.
- Wrote, illustrated, and designed a 32-page book which was presented to publishers. [↗](#)

Language and Letterforms

- Studied innovative approaches to the combination of pictures and text using experimental hand drawn typography.
- Class culminated in creating our own branding, product and package design.