

# ASHLEY CLARK

## GRAPHIC DESIGNER INTERN

### CONTACT

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Providence, RI 📍

[LinkedIn](#) 

### EDUCATION

Bachelor of Fine Arts

Graphic Design

Rhode Island School of Design

2020 - current

Providence, RI

### SKILLS

Adobe Creative Suite

Figma

Procreate

Google Fonts

Coolors

Canva

### OBJECTIVE

Creative graphic design intern, experienced in developing digital exhibits using tools like Adobe Creative Suite and Figma, looking to bring my talents to Union Studio. Excited to apply my artistic skills and digital media knowledge to assist Union Studio in crafting visually appealing community-focused design projects.

### PROJECTS

#### PixelPulse Exhibit

Creator and Designer

2023

- **Developed an innovative exhibit with 78-pixel art designs** depicting the evolution of pixel art in gaming, leveraging Adobe Creative Suite for high-quality visuals.
- Curated custom Google Fonts to enhance the exhibit's aesthetics, improving visual coherence across 19 digital exhibit displays.
- Designed 14 promotional flyers with the help of Canva, leading to a 21% increase in exhibit pre-registrations.
- Used Figma to allow real-time collaboration, streamlining all design processes with a team of 3 designing volunteers.

#### DesignCon Case Study

Researcher & Presenter

2022

- Researched extensively on annual user experience design trends, analyzing 41 industry-leading websites for design elements.
- **Compiled data from 7 academic papers** and industry reports to understand the impact of character design on user engagement.
- Presented all findings in a 42-minute presentation to a class of 29 students and 11 professors, using engaging colors generated on Coolors.
- Displayed the correlation between specific design trends in the video game industry and a 62% uptick in user satisfaction rates.

#### ArtTech Fusion

Attendee

2021

- Grasped knowledge on using AR/VR in digital art, noting down 9 innovative ways to integrate technology for creating abstract designs.
- Contributed to a side discussion on ethical considerations in digital art, proposing a set of guidelines that was later adopted by 54% of all invitees.
- Engaged in a hands-on session on 3D modeling for VR environments, **improving proficiency in using Procreate by 32%**.
- Held a roundtable with 4 journalists on the future of digitizing art, providing insights that were featured in a leading digital art magazine.