



DIGITAL ARTIST & DESIGNER

with an eye for creating vibrant visuals and designs that aim to tell an engaging story. Skilled with multiple design programs and various illustration tools. Experienced with QA and thinking of the user first, having regularly proofread and checked projects for quality, usability, and consistency.

✉ Contact: rachel.d.young12@gmail.com

🔗 Portfolio: rachelisyong.com

SKILLS

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|-----------------|--------------|
| User Personas | Style Guides |
| User Testing | Illustration |
| User Interviews | Painting |
| Wireframing | Proofreading |
| Prototyping | Editing |
| Visual Design | QA |

SOFTWARE

- Figma
- Photoshop
- Illustrator
- InDesign
- Acrobat

EDUCATION

CareerFoundry UX Design Certificate Program | Online Course

- Intro to UX Design, UX Immersion, UI for UX Designers
- Completed April 2022

Savannah College of Art and Design | Savannah, GA

- MFA in Animation

Drexel University, Pennoni Honors College | Philadelphia, PA

- BS in Design Arts, Minor in Fine Arts - Digital Media Concentration

EXPERIENCE

Marvel Entertainment, LLC (New York, NY | Jun 2016-Present) Digital Compositor

- Conduct in-depth QA for digital trades, having ensured quality for more than 800 collections.
- Improve customer satisfaction by reviewing digital trades in app/on devices for image quality and usability errors.
- Assemble digital editions of print trades, reviewing 5-10 books a week.
- Check trade files and layouts to make pages compatible for digital format in order to send high-quality files to vendors.

Freelance Proofreading (2019, 2021)

- Proofread creator's self-published editions of *Check, Please! (Chirpbook, Check, Please! Year Four)*.
- Improved grammar, corrected copy, and noted design errors.
- Performed rigorous quality control passes to ensure material remained consistent and kept to high printing standards.

Pennoni Honors College STARS Program (Drexel University | 2010) 3D Historical Modeler

- Worked on a two-person team recreating 18th century colonial artifacts at Independence National Hall as 3D models using Maya.
- Collaborated with archaeologists to update a 3D model of the historic Dexter House by populating it with our artifact models.
- Presented findings at the International Conference on Cultural Heritage and New Technologies in Vienna.

PROJECTS

5 Minute Fit - Case Study (CareerFoundry | Feb 2022-Apr 2022)

- Created designs for a native mobile fitness app that helps people fit exercise back into their daily schedules
- Built an interactive mobile prototype in Figma and established a cohesive visual branding/UI design for the project across different breakpoints, including mobile, tablet, and desktop.

Open Studio - Case Study (CareerFoundry | July 2021-Feb 2022)

- Designed a responsive native mobile app to help people connect with experts to learn new creative skills.
- Conducted user research/testing, and built an interactive prototype in Figma for both mobile and desktop breakpoints.

Check, Please! Promotional Postcard (Dec 2021)

- Illustrated a commissioned postcard for the creator's self-published edition of *Check, Please! Year Four*. Created digitally and made ready for print as a part of the project's promotional materials.