Trinity Gagnon

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# Education

## Rensselaer Polytechnic Institute | Troy, NY 2022 - 2026

Design, Innovation, and Society B.S.

Information Technology and Web Sciences B.S.

* Recipient of Dean’s Honor List Academic Achievement Award (**GPA 3.92**)

## Newport sr. Highschool | Bellevue, WA 2018 - 2022

* Cumulative Unweighted GPA 3.91, Weighted GPA 4.31

# Experience

## Graphic Designer | School of Rock Bellevue & Seattle 2021 - PResent

*Two branches of a nation-wide music school*

* Design and illustrate event posters and merchandise, experimenting in a wide range of styles, independently managing workload and deadlines *(see portfolio)*
* Listen, validate, ideate, and align with School leadership creative direction

## Freelance Designer/Artist 2018 - Present

* Design and manage sales of posters, prints, stickers for clubs, businesses, and non-profit organizations
* Ideate and create illustrations, graphic designs, and marketing materials, collaborating and communicating with customers and partners *(see portfolio)*
* Ensure understanding and shared vision of marketing materials and client success

# Leadership & Involvement

## Alpha Delta Phi Society | Rush and Public Relations Chair OCT 2022 – Present

* Coordinate and design all chapter Rush, recruitment, and Philanthropy media, online and physical
* Organize and develop chapter Rush events and recruitment programs

# Projects

## AMP with school of rock | Industrial Design Mar - May 2023

* Collaborated with a design 3-person group to design and build a product for local music school, School of Rock Albany’s needs. Presented and delivered two final products and conducted multiple user testing and design critique sessions, operating within a strict time schedule
* Created low and high-fidelity prototypes and CAD Renders in Rhino3D and Unreal Engine
* Corresponded with School contacts to initiate project, discuss needs, preferences, and feedback

## Paintbrush Pioneers | Web development & UI/ux design Feb - Mar 2023

* Worked with a 6-person team to design and develop an art and color theory children’s education website
* Created iterative mockups through sketches and Figma, designing an intuitive and accessible user journey, heavily utilizing user personas, external critique, and research
* Used front and back-end languages, Github, and Microsoft Azure to create a final prototype

## ADDITIONAL PROJECTS AVAILABLE ON REQUEST – PORTFOLIO: TRINITYG.CARGO.SITE

# Skills

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Figma | Procreate | Rhino 3D | Unreal Engine | GitHub | Microsoft Azure | CSS | HTML | Python | C++ |