Trinity Gagnon

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Education

Rensselaer Polytechnic Institute | Troy, NY   2022 - 2026
Design, Innovation, and Society B.S. and Information Technology and Web Sciences B.S.
- Dean's Honor List (GPA 3.92)

University of Sussex | Brighton, UK   2024 - 2025
- Year-long Study Abroad Student in Product Design

Experience

Graphic Designer | School of Rock Bellevue   2021 - Present
- Design and illustrate event posters and merchandise for a nation-wide music school's local branch, experimenting aesthetically while maintaining brand consistency
- Manage deadlines and workload independently while remotely communicating with School management and creative direction

Projects

ReStash | UI/UX and Brand Designer   Sept - Jan 2025
- Designed the UI/UX and brand identity for a **modular sewing kit and companion app** promoting circular fashion and sustainability.
- Developed a historically-inspired **brand identity in Adobe Illustrator and Figma**, ensuring visual consistency across the product's digital and physical presence.
- Created **wireframes, interactive prototypes, and user flows**, focusing on accessibility and ease of navigation.
- Conducted **user research, interviews, and usability testing**, refining the design to improve engagement within the circular economy framework.

MUSEO | UI/UX and Front-End Designer   Jan - May 2024
- Designed and developed a **web app for tracking museum visits** through a collectible digital stamp system, focusing on user engagement and aesthetic appeal.
- Created the project's **brand identity, wireframes, and high-fidelity prototypes** in Figma and Adobe Illustrator, ensuring a visually compelling and intuitive experience.
- Built the front-end in **React.JS, Bootstrap, HTML, and CSS**, implementing interactive elements to enhance user experience.
- Led team collaboration and task management, ensuring smooth execution from concept to prototype.

Skills

Design
- Adobe Illustrator, Photoshop, Figma, Procreate
- Wireframing, Mock-ups, Interactive Prototyping
- User Testing, UX Research

Programming
- HTML, CSS, JavaScript, React.JS, Bootstrap
- GitHub, Agile workflows
- C++, Python

Soft
- Written and verbal communication, Public presentation
- Cross-functional teamwork, iterative design process