

StudioTierney

STUDIOTIERNEY.COM

Live

Long ago, I figured it out: my goal was to inspire interesting conversations—with elegant visuals, delightful interactions, and strategic touchpoints. My upbringing pushed me to try to work in opportunities to do good, resulting in extensive work in health and wellness, low-income housing, and public transportation, amongst others. Meanwhile, I've built my stellar portfolio amongst agencies and firms around Seattle, working for small businesses to worldwide megacorps. I continue to look for any chance to excel, and grow my career.

Create

Principal & Creative Director at StudioTierney SEA :: AUG 2016 – PRESENT

I've gone freelance. As such, I wear all the hats. From handling art direction, layout, and brand development, to presentation, communication, idea development, scheduling, and the nitty gritty details, I work through it all. I have demonstrated success in working in collaboration with both clients and design teams, and regularly send clients off happy and on-budget. My expertise has been honed through varied opportunities to help businesses achieve development goals through innovative and strategic graphic solutions.

Freelance Art Director / Senior Designer at POSSIBLE SEA :: JAN 2017 – OCT 2018

Created websites and digital campaigns for multinational brands. Helped concept and create a stellar, high-performing PDP for Microsoft's Xbox One X. Worked within a redefined strategy to update messaging and positioning of the lagging One S. Worked on a team to address creative end of the strategy and positioning to redefine Uber Pacific Northwest. Other purely digital design problems of website layout and product featuring for brands like FLOR, SCCA, and BECU.

Lead Designer at Ilium Associates, Inc. SEA :: AUG 2013 – AUG 2016

Created interactive wayfinding and signage systems for local and national transportation organizations. Used data from extensive studies to build ideal passenger experiences for domestic and international air travelers through San Francisco Airport and Detroit Metropolitan Airport—built systems that navigated users to both airport and concession destinations, bringing wholly positive feedback. Developed new branding and promoted organizations through major ad campaigns to modernize companies for future growth.

Graphic Designer at Graphica, Inc. SEA :: MAY 2011 – JUN 2013

Worked on projects that varied in type from branding and collateral to annual reports, newsletters, websites, videos, etc. Saw concepts through the entire production process from initial development to coding or printing. With a diverse clientele, my work did everything from helping SCCA to lead their patients through the toughest time of their life, to increasing the visibility of a low-income housing association, to giving investors an elegant and transparent look at an airline company's year numbers.

Play

Pie	Woodworking
Natural Horsemanship	Tumbling
Mystery Novels	Creamy Scotch Ales
Mariners Baseball	All the Pie
More Pie	Cross-country Skiing

Help

350 Seattle

Manage a volunteer design team to promote the cause of sustainability in Seattle and beyond. Coordinate project requests into the hands of suitably talented team members.

Hablamos Juntos Design Consortium

With a nationwide cooperative effort, helped modernize and unify the way diverse patients navigate health care facilities. Analyzed and recommended changes to existing universal symbol set; developed icons for new referents.

Learn

California Polytechnic SU SLO :: 2010

BFA in Art & Design MAGNA CUM LAUDE

Friday Harbor High School FH :: 2006

Diploma VALEDICTORIAN

Know

Expertise in Adobe CC

XD, InDesign, Illustrator, Photoshop, etc.

Well-Versed in Print Design

Layout, production work, and print prep; from business cards to billboards

Aptitude in Web Development

Html, css, some js; developer oversight fluency

Skilled with Digital Design

User-centered interactive experiences, UI/UX work, web advertising and social media