



# Andrew Henry

## About

When you want to communicate with your audience, and maybe even teach them a thing or two, you have to get their attention and hold it. I bring style and a sense of play to my work, capturing audience attention, and making learning experiences fun.

### Skills

Art direction  
Graphic design  
Interaction design  
Illustration  
Motion design  
UX  
Web design

### Software

After Effects  
Illustrator  
InDesign  
Photoshop  
PowerPoint  
Sublime Text  
Word

### Clients

Amazon  
Boston Scientific  
Comcast  
eBay  
LinkedIn  
Microsoft  
T-Mobile

## Education

### UX Design Immersive

General Assembly  
Seattle WA | 2016

### Master of Library and Information Science

Queens College CUNY  
Flushing NY | 2010

### Bachelor of Arts

Major in Art History  
University of Washington  
Seattle WA | 2008

## Experience

### Art Director

- Senior Visual Designer
- Visual Designer

Sublime Media  
Seattle WA | 2016-Present

### Illustrator

Freelance  
New York City | 2011-2016

### Production Artist

UncommonGoods, Brooklyn NY  
2014 - 2016

### Participant Support Manager

Art House Projects, Brooklyn NY  
2012 - 2014

### Project Archivist

Queens College Libraries, Flushing NY  
2009 - 2010

### Curatorial Intern

The Isamu Noguchi Museum, New York NY  
2009

### Archive Intern

White Columns, New York NY  
2009

### Curatorial Intern

Exit Art, New York NY  
2008