



# ANDREW HENRY

Interaction Designer & Graphic Artist

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## SUMMARY

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I'm a visual storyteller with a passion for creating compelling interactive experiences, based on strong user research and inventive design. As someone with a background in both library science and illustration I have a deep understanding of information architecture and the visual style to make it pop.

## SKILLS & TOOLS

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UX, WEB DESIGN, GRAPHIC DESIGN, ILLUSTRATION, MOTION DESIGN, PHOTOSHOP, ILLUSTRATOR, AFTEREFFECTS, HTML, CSS

## PROFESSIONAL EXPERIENCE

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### **Visual Designer @ Sublime Media, Seattle WA, December 2016 - Present**

Designing interactive learning experiences and videos for Amazon, Comcast, LinkedIn, Microsoft, and T-Mobile, among others.

### **Freelance Illustrator, January 2011 - July 2016**

Illustration for print and t-shirt graphics. Clients include Original Penguin, UncommonGoods, musician Lucy Schwartz, and online cycling marketplace Pedalr.

Production Designer @ UncommonGoods, Brooklyn NY, October 2014 - April 2016

Participant Support Manager @ Art House Projects, Brooklyn NY, April 2012 - April 2014

Project Archivist @ Queens College Libraries, Flushing NY, September 2009 - February 2010

Curatorial Intern @ The Isamu Noguchi Museum, Long Island City NY, January - April 2009

Archive Intern @ White Columns, New York NY, January - April 2009

Curatorial Intern @ Exit Art, New York NY, September - December 2008

## EDUCATION

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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