

MALLORY BROWNE

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Education

California Polytechnic State University, San Luis Obispo

- Bachelor of Science, Graphic Communication
- Design Reproduction Technology Concentration
- Graduated Winter 2023 Magna Cum Laude

Awards

- UX Fest SLO 2023 2nd Place Winner
- CLLCTVE BooSocki Brand Challenge Winner
- Cal Poly Herbie Logo Design Contest Winner

Skills

Adobe

- InDesign
- Illustrator
- Photoshop
- XD
- Dimension

UX

- Figma
- Miro
- User Research
- User Testing
- Wireframing
- Prototyping

Print

- IC3D
- 3D Printing
- Package Design

Other

- Product Photography
- Illustration
- Branding
- Social Media Management

Experience

Print Illustrator and Designer, Buen Dia Design

August 2021 — Present

San Luis Obispo, CA

- Illustrate top-selling botanical and national park prints to be sold in print shop and online.
- Photograph products, creatively direct photo shoots, design website case studies, and assist with retail needs.

UX Designer, Mechanics of Inclusion

July 2021 — December 2022

Cal Poly

- Conducted user research, designed, and user tested website prototype for Cal Poly's STEM research group.
- Created technical illustrations to explain physics and statics concepts.
- Collaborated with 20+ member multi-institutional team to organize content.

Web and Graphic Design Assistant, Cal Poly Mechanical Engineering

June 2021 — September 2022

Cal Poly

- Produced marketing materials and signage using variable data and XMPie.
- Ensured easy navigation and maintained updates on WordPress website.

Graphic Designer, A Way We Sew

August 2020 — January 2022

Seattle, WA (Remote)

- Created logo, branding, marketing collateral, technical and artistic illustration, and web design for sewing kit start-up.

Marketing Team Intern, University Graphic Systems

September 2019 — December 2019

Cal Poly

- Developed social media campaigns, performed market research, and created informational graphics for Cal Poly's student-run print enterprise.
- Increased user engagement by 200% from an Instagram campaign.

Involvement

Design Co-Director, Cre8 to Don8 (@cre8.to.don8)

May 2016 — September 2019

Bainbridge Island, WA (Remote)

- Designed prints, stickers and more to be sold through Redbubble to raise money for charitable organizations. Raised over \$1,000 the first month.

Beta Program Participant, CLLCTVE

August 2020 — December 2020

Los Angeles, CA (Remote)

- Selected from 240+ students to participate in brand challenges for the new CLLCTVE Platform. Created social media and marketing content.

Board Member, Social Chair, Mat Pica Pi

August 2020 — June 2021

San Luis Obispo, CA (Remote)

- Organized mentorship pairings, game nights, and dinner with faculty for Cal Poly's Graphic Communication fraternity.