

Mary Wojnar

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EDUCATION

Bachelors of Design

University of Washington
June 2020

Associate of Arts

South Puget Sound Community College
June 2015

SKILLS

- Creative Concepting
- Collaboration
- Communication
- Detail Oriented
- Leadership
- Presentation Skills
- Problem Solving
- Time Management
- Adobe Creative Suite, Figma, Microsoft Office Suite, Miro

AWARDS & ACHIEVEMENTS

Striker Design Merit Award

University of Washington
June 2020

Awarded from the Division of Design Committee for strong merit and collaboration skills amongst peers.

Kenneth L. Striker Scholarship

University of Washington
May 2018

Awarded from the Division of Design Committee based on work, academic record, and scholastic achievements.

Design Foundations

University of Washington
March 2017

Received direct entry into University of Washington's Design program; amongst the top 10% of the class with a 3.9 GPA.

EXPERIENCE

Junior Graphic Designer

WongDoody
Mar 2022–Current

- Designs consumer-facing promotional print offers, 2D graphic assets, and retail signage for T-Mobile, ensuring product specifications align with brand guidelines.
- Produces original design solutions for internal projects and client campaigns.
- Performs quality assessments and approvals for design concepts of 2D and digital graphics for promotional offers and retail signage.
- Supports brand storytelling through internal and client-facing presentations.
- Collaborates across internal channels to develop creative concepts that align with the integrity of the T-Mobile brand.
- Member of LGBTQIA+ employee resource group.

Contract Studio Coordinator & Illustrator

Parker Studio
Aug–Dec 2021

- Performed various administrative duties to assist the Account Director in overseeing the business and organizational needs of the studio.
- Assisted development of project scope documents for clients including Amazon and Zappos.
- Delegated daily communication with coworkers, vendors, and clients through email, video calls, and the project management software Monday.com.
- Developed illustrations for the Girlfriend Collective under the guidance of the Creative Director used for marketing and product concepts.

Contract Visual Designer

September Works
Jan–Apr 2021

- Designed visual graphics that supported the development of a new Google digital product with internal and external creative collaborators.
- Refined visual and graphic assets across multiple touch-points to align with product specifications and client parameters.
- Participated in creative concepting sessions over video call using Figma and Miro.

Assistant Graphic Designer

University of Washington College of Arts & Sciences
June 2017–June 2019

- Designed 2D concepts for printed and digital promotional work with respect to the College's existing visual brand library.
- Created animations and illustrations for digital editorial campaigns and designed new visual assets across social media channels.
- Led the creative development of an interactive, on-campus Graduation event that celebrated the qualities of the College of Arts & Sciences.