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lurissu.com

Communicator, administrator, and creative who is passionate about building community. Ensures that people of all ages, backgrounds, and skill levels are able to have fun and fully engage in the projects they interact with. Passionate about inclusion and empathy, and bridges the gap between consumers and stakeholders with natural communication style.

SKILLS

- **Technology:** Google Drive, JIRA, Confluence, Figma, Miro, Adobe Creative Suite, Webflow, Squarespace
- **Communication:** Public speaking, Stakeholder management, Workshop facilitation, Community organizing
- **Art:** Illustration, Graphic design, Animation, Storyboards, Printmaking, Video editing & production

EXPERIENCE

Lead User Experience Designer · Kannact, Remote

Jan 2023 - Present

- Conducted in-depth community research by interviewing and conducting workshops with patients, medical professionals, and company stakeholders.
- Designed an in-house electronic health record (EHR) system to give health coaches the tools they needed to support people with chronic conditions.
- Shipped mobile app for both iOS and Android to allow patients to track their biometrics, stay in touch with their health coaches, and improve their health day to day.

Open Arts Studio Coordinator · Meta, Menlo Park, CA

Apr 2021 - Apr 2022

- Coordinated 20+ Teaching Artists' schedules to provide art workshops to teams of 3 - 200 employees, and onboarded new instructors.
- Programmed 4 community events in collaboration with Latin and Hispanic affinity groups for cultural holidays.
- Facilitated live-streamed workshops for conferences with 1000+ attendees and taught classes specific to VR, Spark AR, comics, and zine-making.

Illustrator · Pineapple Field Productions, Remote

Sep 2018 - Feb 2022

- Created illustrations and animations to serve as storytelling devices about mixed race identity for the indie coming-of-age hit *Inbetween Girl* (2021) by Mei Makino.
- Collaborated with the director and production team to ensure all illustrations, designs, and animations would elevate the plot of the film.
- Designed theatrical poster using a combination of traditional and digital art.

User Experience Designer · Ohlhoff Recovery Programs, San Francisco, CA

Nov 2020 - Jan 2020

- Redesigned a mobile-first website to best meet the urgent needs of addicts seeking treatment and their advocates.
- Conducted in-depth user research through interviews with clients, staff and board, and people who have helped others start a recovery program.
- Communicated the importance of the organization through storytelling with warm-hearted illustrations that demonstrate the need for their services.

Festival Organizer & Graphic Designer · Transform Film Festival, Austin, TX

Oct 2017 - Oct 2020

- Directed graphic design and organization of 2-day festival program with a 6-month lead time.
- Led community outreach to encourage film submissions, ticket sales, and community partnerships.
- Moderated panels about women in film and emceed event for an audience of 200 people.

Digital Art Teacher · Pinewood School, Los Altos, CA

Jul 2020

- Taught remote digital art classes to 5th-8th grade students via Zoom.
- Incorporated traditional art forms into digital art applications such as Tayasui Sketches, Animation Desk, and Stop Motion Studio.

Artistic Associate and Assistant Director of Color Squad · Creative Action, Austin, TX **Aug 2017 - Jun 2019**

- Served as a visual arts specialist and arts coach for a team of 15 Teaching Artists, providing mentorship and feedback through team and one-on-one meetings, co-teaching opportunities and assessment processes.
- Led hands-on workshops and presentations about sequential art, graphic design programs, and mural installation.
- Co-facilitated mural program for 17 high school students through research and design processes, execution of artwork, and mural installation.

Workshop Coordinator & Facilitator · HIVE Arts Collective, Austin, TX **Oct 2016 - Feb 2018**

- Promoted workshops and events to the community by creating graphics and engaging copy.
- Served as artist liaison by connecting artists with the organization in order for them to gain professional public speaking and teaching experience.
- Coordinated with Austin vendors and venues for event programming.

Design Fellow · Embassy Creative, Austin, TX **May 2016 - Jul 2016**

- Developed brand assets for clients, including design of logos, infographics, and web tools such as websites and email campaigns.
- Built campaign strategies for three non-profit organizations by communicating directly with staff and board.

Communications & Outreach Associate · Women's Community Center of Central Texas, Austin, TX **Jun 2015 - Dec 2015**

- Created promotional graphics for both web and print for a variety of events, including a feminist screening program entitled Alt Girl Cinema, the Women's Empowerment Conference, the Making Austin Herstory film series, and a community Backyard Workshop.
- Constructed programming identity with a highly collaborative Communications team.
- Maintained press archive by documenting all news releases pertaining to the organization.

EDUCATION

General Assembly · User Experience Design Immersive	2020 - 2021
The University of Texas at Austin · B.S. Communication Studies: Human Relations	2014 - 2016
School of Visual Arts, NYC · Advertising & Graphic Design (63 Credits)	2011 - 2013