

# Tina Musich

INTERACTION  
COMMUNICATION  
EXPERIENCE  
DESIGN

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## SKILLS

### Research

*Conceptual Modeling*  
*Rapid Ideation*  
*Interviewing*  
*Affinity Mapping*  
*Brainstorming*  
*Diagramming*  
*Business Blueprints*  
*Experience Journeys*  
*Persona Creation*  
*Value Propositions*

### Software/Coding

*Sketch*  
*Axure*  
*HTML/CSS*  
*Photoshop*  
*Illustrator*  
*InDesign*  
*After Effects*  
*Lightroom*  
*Microsoft Office*  
*Mac and Windows Operating Systems*

### Crafting

*Bookbinding*  
*Weaving*  
*Embroidery*  
*Ceramics*  
*Etching*  
*Screenprinting*  
*Crocheting*  
*Digital Photography*

## EDUCATION

**Carnegie Mellon University**  
BFA Communication Design  
3.32/4.0 GPA  
August 2009 – May 2013 | Pittsburgh, PA

**Studio Art Center International**  
Studied illustration, screenprinting, design and etching  
August – December 2013 | Florence, IT

## WORK EXPERIENCE

**UX Senior Associate at athenahealth**  
Create designs from sketches to hi-fi mock ups for the healthcare industry while working with product managers and developers to ensure the correct implementation. Lead the design for the surgical scheduling and inventory project. Continually work to demonstrate the value of user experience design and research. Regularly attend site visits and user sessions to hear from and observe our users.

**UX Senior Associate** | July 2016 – Present | Austin, TX

**UX Associate** | May 2015 – July 2016 | Austin, TX

### UX and Visual Designer at IBM

Conduct interviews, synthesize findings, and use insights to guide thoughtful wireframes and high fidelity visuals on projects like IBM Social Media Analytics and developerWorks. Work with developers and product management to solidify strategies and designs. Guide stakeholders through the design thinking process to influence IBM's design culture.

July 2013 – present | Austin, TX

### Teaching Assistant at CMU School of Design

Aided Professor Dan Boyarski with his Time, Motion, Communication class, a motion graphics class for higher level design students. Also taught sophomore designers how to use Illustrator, InDesign, and After Effects

September 2012 – May 2013 | Pittsburgh, PA

### UX Intern at The Barbarian Group

Interned in the Interaction Design department. Worked on digital experiences for GE, The Kitchen, and Samsung. Researched best practices, developed strategies, and created low to high fidelity wireframes. Worked in teams of developers, visual designers, and producers.

June – August 2012 | New York, NY

## LEADERSHIP

### AIGA Student Chapter Officer

Planned and organized trips and activities for designers at CMU  
August 2012 – May 2013

### CMU Women's Leadership Program

February – May 2011

### Student Advisory Council for CMU School of Design

Served as a bridge between faculty, students, and staff for curriculum and facility related issues  
September 2009 – June 2010

## HONORS

### AIGA Design Excellence Award

Spring 2013

### Animal Award for Motion Excellence

Spring 2013

### CMU Dean's List

Fall 2010, Spring 2011, Spring 2012

### CMU School of Design

#### Freshman Design Award

May 2010

## VOLUNTEERING

### Helping Hands Home for Children

Activities Volunteer  
February 2014 – Present | Austin, TX

## EXTRACURRICULAR

AIGA Member | 2011 – 2015

IDSa Member | 2009 – 2013