Faye Young

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EDUCATION

The New School, Parsons School of Design   *New York, NY*
Design and Technology with minor in *Communication Design*, BFA Expected June 2027

EXPERIENCE

Tech for Change: ReMix the Future Hackathon   **Oct. 16 – Oct. 19 2025**
The MIX Center, Mesa | AZ

- Best interactive design for outstanding technical innovation and social impact for our installation *"What Remains"* exploring trust, empathy, and communication barriers for Mesa's multicultural communities with 500+ attendees at the showcase.
- Designed and developed all real-time visuals and interactions using TouchDesigner, Kinect, and LED systems, translating body movement and sound into immersive light. A 4 day competitive hackathon environment recognized for bridging art and public health.

UI/UX Intern   **Nov. 2024 – Present**
The Kindred Church, Woodridge | IL

- Designed the official KINDRED logo and created print/digital materials including pamphlets, newsletters, and websites.
- Collaborated with the "Think Tank" creative team to brainstorm promotional strategies and improve community engagement.
- Produced wireframes and responsive layouts using Figma and Adobe XD.

2D Illustrator/ Art Director Intern   **May 2024 – Aug. 2024**
Game Vision, Chicago | IL

- Translated pixel-art assets into detailed 2D models using Adobe Illustrator and Blender for use in 3D game environments.
- Collaborated closely with designers and 3D artists to align visual direction across 1000+ game assets.
- Gained end-to-end exposure to the game design process from concept to completion.

Graphic Design Intern   **Apr. 2022 – Aug. 2022**
Orbus, Chicago | IL

- Worked under the mentorship of Orbus's graphic design team, gaining insights into advanced graphic design techniques and industry best practices.
- Designed marketing materials, visual assets, and brand collateral for client campaigns.
- Strengthened expertise in Adobe Illustrator, Photoshop, and InDesign.

PROJECTS

Resonance
TouchDesigner · MIDI · Projection Design

- Created an audiovisual installation using TouchDesigner and an Akai MPK MIDI controller to visualize participants' emotional survey responses.
- Designed real-time interactions that connected light, sound, and human emotion to explore how technology can translate collective memory.

Kindred
Figma · Adobe XD · UX Research

- Designed a responsive, accessible website for a growing community organization.
- Spearheaded wireframing, prototyping, and user testing; implemented new event calendar and donation systems that improved navigation and engagement.

Forgotten Runes
Adobe Illustrator · Blender · 2D/3D Asset Design

- Illustrated 150+ pixel-art items, translating them into detailed 2D assets for 3D implementation.
- Reducing turnaround time by 20%. By ensuring stylistic consistency and optimized assets for in-game performance and clarity.

HONORS AND ACTIVITIES

Best Interactive Design and Impact Award	Tech for Change:ReMix the Future **2025**
Vera List Center Academic Advisory Council	Research Assistant **2025 – 2026**
Digital Designers @ Parsons	Member **2024 – 2026**
Deans List	**2023 – 2026**

SKILLS

Design: Figma · Adobe Creative Suite · Blender · TouchDesigner · Adobe XD
Technical: HTML/CSS · Prototyping · Wireframing · UX Research · Motion Design