

Taylor Wuthrich

UX / UI Designer

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I am transitioning to a career in UX / UI because I have a strong visual aesthetic and I am passionate about designing stylish new products that redefine and improve the way people experience the world. Coming from a background in theater directing and lighting design, I have developed and refined my skills as a researcher, collaborator, visual artist, communicator, and creator of original projects. My experience creating art in a physical space can uniquely inform my design work in the digital space.

EXPERIENCE

Freelance theatre director / producer

Jan 2018 - Nov 2020, San Francisco, California

- Devised original directing projects and produced a variety of showcases for multiple theater companies.
- Collaborated with production and design personnel to create a finalized design product.

Artistic Director | Troupe Theatre

Aug 2016 - Aug 2018, San Francisco, California

- Founded a company that specialized in the production of classic plays and assembled a 7-person volunteer staff.
- Programmed two full show seasons.
- Recruited directors/production personnel for both mainstage shows and side projects.

Intern / Designer / Publicist | Breach Once More

Aug 2015 - Jan 2017, San Francisco, California

- Improved the company's approach to publicity by researching relevant sources of publicity and investigating press release protocol.
- Orchestrated the company's largest and most ambitious project: selected 9 plays for a local play festival and recruited 30+ production personnel.

EDUCATION

BrainStation | Diploma Candidate, User Experience Design

Sept - Dec 2020, Vancouver, CA

San Francisco State University | Bachelor of Arts in Drama

Aug 2012 - 2016, San Francisco, California

Graduated Cum Laude, Honors List: 2012-2014

SKILLS

Sketch, Figma, InVision, POP App, Principle, Zeplin