

CLARA SIMS MULLIGAN

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education

MASTER OF FINE ARTS IN GRAPHIC DESIGN

Rhode Island School of Design
Providence, Rhode Island
Graduated with honors, June 2007

BACHELOR OF FINE ARTS IN GRAPHIC DESIGN

James Madison University
Harrisonburg, Virginia
Graduated, May 2003

skills

- + Photoshop
- + Illustrator
- + InDesign
- + AfterEffects
- + Dreamweaver
- + Ableton Live
- + FontLab

gallery

SEATTLE-MOSCOW POSTER SHOW

Bumbershoot, WA
+ sept 03.09-sept 07.08

SKYCASTLES

Design Commission, WA
+ dec 04.08-feb 1.09

SEATTLE-TEHRAN POSTER SHOW

Bumbershoot, WA
+ sept 15.08-sept 20.08

YOU ME US WE EXHIBITION

Machines With Magnets Gallery, RI
+ may 27.07-jun 2.07

RISD ANNUAL GRADUATE THESIS EXHIBITION

Rhode Island Convention Center, RI
+ may 17.07-jun 2.07

RIMSHOT

Sol Kofler Gallery, RI
+ feb 14.07-feb 28.07

/recognition/

RISD: AWARDS OF EXCELLENCE

honorable mention
+ graduate graphic design dept.
2007

AIGA ADDY AWARDS

silver award
+ poster design
2005

experience

HIGHLIGHTER *march 09-present*

+ Owner of Highlighter, an interactive design group in Seattle. Responsibilities include every part of running a design business, specifically client relations, project management, business development, information architecture, creative direction, and design. Projects include branding, identity design, E-commerce site IA and design, and print design.

IAMNOTCARLA *jun 06-present*

+ Freelance art director, print and interactive designer, and illustrator for various clients such as RISD, The National Endowment for the Arts, Another Planet Productions, The Norfolk Botanical Gardens, The Virginia Aquarium, Habitat for Humanity, Alt, Digital Kitchen (Nike, LA Times, Microsoft, HBO), Sapient Nitro (Footlocker, Dove), Dept. of Energy (DC Shoes, Rossignol), Fell Swoop (Tempur-pedic)

POP *june 08-march 09*

+ Interactive designer at POP, working on web-based projects with clients such as Electronic Arts, Target, Nintendo and Ubisoft. Responsibilities included concept development, wireframes, site design, working with developers and client presentations.

ZUNE.NET *sept 07-march 08*

+ Interactive designer for Microsoft, concepting and designing Zune.net. Responsibilities included site design, page layout, illustration, site production and storyboarding Flash animations.

BARKER CABELL & FARLEY *april 04-aug 05*

+ Junior art director of print and web design for BCF. Projects included brand development, strategy, identity design, print design, art direction, illustration and web design.

extra

ELEMENTS OF DESIGN *School of Visual Concepts*

+ Instructor of Elements of Design where students learn the foundations of design through real world projects.
Spring 08, Spring 09, Fall 09, Winter 10

TYPE DESIGN *Rhode Island School of Design*

+ Teaching assistant for RISD Type Design course along side Cyrus Highsmith of Font Bureau.
jan 07-jun 07

HOT PRINT *Rhode Island School of Design*

+ Instructor of an experimental letterpress printing course introducing students to wood and metal type, book making, poster design, typography, type as image, mono-printing, linoleum cuts, and the use of unusual printing materials and surfaces.
dec 06-feb 07

IDENTITY DESIGN *Rhode Island School of Design*

+ Teaching assistant for RISD Identity Design course along side Dutch designer, Robert Oxenaar
jan 06-jun 06