

Audrey Kenyon

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[Portfolio](#)

[LinkedIn](#)

EDUCATION

University of California, Santa Barbara

Expected Graduation: June 2025

B.A. in Art, Minor in Professional Writing Multimedia Emphasis

Cumulative GPA: 3.98

Relevant Coursework: Art, Science, and Technology; Computer Programming for the Arts; Visual Literacy

AWARDS & SHOWINGS

Dean's Honors, College of Letters and Science Honors, Teravarna Talent Prize Award Winner in Still Life Competition, Member of Undergraduate Show Spring 2024, California Scholarship Federation Member

WORK EXPERIENCE

Crebrid

Remote

UX/UI Design Intern

June 2024 – Present

- Designing intuitive, brand-aligned web and mobile interfaces, applying 10+ iterative refinements based on user feedback and internal stakeholder reviews.
- Applied accessibility-first principles (WCAG standards, reduced cognitive load) to mobile redesign, enhancing user flow clarity and reducing navigation time.
- Developed motion graphics of the company logo, specifically GIFs, to enhance the user-experience with in-app loading screens.
- Collaborated cross-functionally to prototype and hand off design specs for front-end development, leveraging HTML/CSS familiarity for realistic development goals.

UCSB Sustainability Department

Santa Barbara, CA

Graphic Design Intern

January 2024 – June 2024

- Produced 30+ production-ready digital and print assets (pamphlets, posters, social media) in alignment with UCSB's brand guidelines and marketing initiatives.
- Maintained design system integrity by creating and cataloging graphics that consistently reflected UCSB's visual identity across all sustainability campaigns.

Daily Nexus | UCSB Newspaper

Santa Barbara, CA

Art Director

February 2022 – June 2024

- Directed weekly layout and visual design for UCSB's leading independent newspaper, managing 40+ artists in fast-paced, deadline-driven environments.
- Oversaw creation of on-brand illustrations, assets, and merchandise distributed to 2,000+ students, reinforcing publication identity across channels.
- Facilitated 5+ Adobe/Figma workshops to improve team proficiency in asset creation and visual design workflows.

Titmouse Animation | Disney Jr.'s "Pupstruction"

Remote

Design Intern

June 2023 – August 2023

- Critiqued and finalized development of 4 unreleased Pupstruction episodes with executive producers.
- Pitched 6 original prop design concepts for *The Legend of Vox Machina*, contributing to visual development for upcoming seasons.
- Compiled and presented 4 detailed asset evaluation sheets to guide budgeting and production planning for animated episodes.

LEADERSHIP EXPERIENCE

Gaucha Creative Marketing Consulting Group

Santa Barbara, CA

Director of Design

January 2024 – Present

- Leads 8+ designers across startup-paced client projects, translating creative briefs into wireframes, mockups, and high-fidelity prototypes in Figma.
- Directs branding and digital design strategy, ensuring consistent branding and visual cohesion across mobile and web platforms.
- **Design Lead – Crebrid**
 - Led full UX/UI process for iOS app redesign, producing 30+ wireframes in Figma and iterating based on user testing insights.
 - Conducted user interviews, usability testing, and A/B testing to determine best app page layouts.
 - Designed a 65+ page Market Research Report showcasing design decisions made for client's iOS app.
- **Designer – Santa Barbara Zoo**
 - Designed 30+ vector graphics and 9 independent digital illustrations for final project deliverables.
 - Determined the design styles used within the client deliverables such as the Market Research Report.
 - Aided with gathering 250+ survey respondents & 15 consumer interviews to conduct consumer behavior analysis.

SKILLS

Fluent: Figma, Adobe Suite, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Express, Google Suite, Microsoft Office

Proficient: HTML, CSS