

Trinity Gagnon

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Education

Rensselaer Polytechnic Institute | Troy, NY, USA

2022 - 2026

Design, Innovation, and Society B.S. and Information Technology and Web Sciences B.S.

- Dean's Honor List (GPA 3.79)
- Extracurriculars: Study Abroad Student Ambassador, Alpha Delta Phi Literary Society, Ground-Zero Basement (Arts & Music Club)

University of Sussex | Brighton, England

2024 - 2025

Year-Long Study Abroad Student in Product Design

- Extracurriculars: Art Society, GameJam 2024

Work Experience

UI Design Intern | Jakgadabang (작가다방)

Jun - Aug 2025

Independent novel translation and publishing company based in Seoul, South Korea

- Designed Jakgadabang and parent company MediaGoat's company websites.
- Developed site structure, wireframes, and interactive mockups on paper and in Figma, then worked closely with freelance developer to create working site.
- Concept sketched and refined novel covers, illustrated merchandise graphics.

Freelance Graphic Designer and Illustrator | School of Rock Bellevue & Seattle

2021 - Present

Local branches of a nation-wide music school that hosts concerts and music classes.

- Design and illustrate event posters and merchandise, creating posters, shirts, and stickers; involves the exploration of diverse styles and subjects.
- Communicate remotely with managers and independently manage workload.

Projects

Red Cross GO | UX Researcher & UI Designer

Sep - Dec 2025

- Worked with the Capital Region branch of the Red Cross to design and create a **response team map and incident tracker** for high security events.
- Conducted user experience research, including usability interviews, guided walkthroughs, and card-sorting exercises, refining findings into actionable points.
- Created **wireframes, prototypes, and user flows** on Figma and documentation.
- Project is now undergoing process to begin development and implementation.

Bird & Breath | UI Designer & UX Researcher

Jan - May 2025

- Working with Bird & Blend Tea Co., conceptualized, designed, wireframed, and created interactive mockups for a **tea timer and meditation mobile app**.
- Conducted **secondary problem space research, surveys, interviews, and usability tests**, receiving and incorporating feedback from conceptualization to prototyping.
- Utilizing data visualization and creative communication, delivered two written reports and two presentations, pitching concept to the client.
- Selected as one of the top projects of the term, receiving client commendation.

Skills

Design

- Figma, Adobe Illustrator, Photoshop, Procreate
- Wireframing, Mock-ups, Prototyping, UX Methods
- Digital illustration, sketching

Programming

- HTML, CSS, JavaScript
- React, Bootstrap
- Git, Github
- Python, C++

General

- Written & Verbal Communication
- Cross-Functional Teamwork
- Academic & Sociological Research