



# Penelope Currier

## About

I am an aspiring Product Designer working in UI and Visual Design. I have two years of experience working at a MarTech B2B SaaS company. I have two decades of experience working with customers and visitors in retail and museum settings and six years of experience designing museum shop products. One of my major motivators is ensuring my designs are WCAG and ADA-compliant.

## Contact

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## Skills

Wireframing  
Lo-fi & hi-fi Prototyping  
Layout & Typography  
User Research & Testing  
Illustration  
HTML  
CSS

## Tools

Figma  
Adobe XD  
InDesign  
Photoshop  
Illustrator

## Education

### Google

UX Design Certificate

Online // March 2021 - October 2021

Program designed to train learners for entry-level job readiness

### Pratt Institute

Bachelors of Fine Arts

Brooklyn, NY // Fall 2002, Spring 2006 - 2009

Major in Fashion Design

Minor in History of Art

Pratt Circle of Academic Excellence

## Work

### Wunderkind Customer Experience Visual Designer

New York, NY

2022-Current

Scoping out the client's brand style and applying their system to Wunderkind's performance-based best practices. Directly support customer success teams by building new deployment proposals to strengthen and maintain client relationships. Mocking up and coding out custom on-site experiences for e-commerce clients to drive revenue such as animated incentivized games. Working closely with peers on a cross-functional team to understand the business goals of our clients and deliver user-centered design solutions to improve user engagement. Stay current on design and marketing trends and tech by seeking out industry journals and participating in webinars.

### ThirdLove Key Holder & Retail Trailblazer

New York, NY

2019-2020

Interacting with customers and conveying feedback to the company to help shape the culture. Assisting in leading a team of fifteen part-time associates, developing their skills and supporting the team as they educate the customer about the products.

### The Frick Collection Retail & Visitor Services Manager

New York, NY

2012-2018

Managed department's day-to-day operations to ensure all aspect ran smoothly and delivered a high-quality experience bolstering the museum's reputation and revenue. Oversaw and mentored a team of thirty part-time staff and volunteers. Facilitated projects, communicated with stakeholders, met deadlines and built external relationships with vendors. Designed products that fit with museum aesthetic. Directed development life-cycle, including concept design, artwork proofing, and in-house rollout.