# Abigail Steinem
*Visual Designer & Educator*

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### Experience

**University of Washington (September 2015–Present)**
*Adjunct Faculty, MHCI+D*

Winter 2016
Instructing students in visual communication design fundamentals (typography, color theory, composition) to more fully bring their ideas to fruition through compelling storytelling.

Autumn 2015
Co-teaching an MHCI+D Ideation Studio where graduate students learn how to utilize a HCI-focused design thinking process to build compelling frameworks for focused ideation.

**Steven Heller & Gail Anderson (August 2010–Present)**
Typographic Narratives (2017)—*Head Researcher*
The Typographic Universe (2014)—*Head Researcher & Designer*
New Modernist Type (2012)—*Assistant Researcher & Designer*

Leading a research team to contact, curate, and collect thematic examples from designers, illustrators, and photographers from around the world for high-end books published through Thames & Hudson (UK). Original design and layouts completed for each book.

**Cook Medical, Global Headquarters (January 2009–June 2013)**
*Art Director & Graphic Designer*

Coordinated, managed, and designed marketing projects from concept to completion on a multi-disciplinary team in an extremely fast-paced environment. Facilitated branding and strategy cohesion across business units in Denmark, Ireland, and Australia through direct management of projects, designers, and stakeholders. Art direction of all visual assets (illustration, photography, video) and marketing collateral (print, web, and environment) in support of customer, business, and marketing directives.

### Education

**University of Washington, Seattle (June 2015)**
*School of Art + Art History + Design, Department of Design*

Master of Design (MDes)

**Indiana University, Bloomington (May 2008)**
*Henry Radford Hope School of Fine Arts*

BFA Graphic Design
BA Art History—Medieval Architecture

### Awards

**Microsoft's "Best Product Concept" (June 2014)**
*Microsoft Research Faculty Summit, Design Expo*

Vive, a smart wristband with integrated sensors and mobile app that keeps people safe and connected when they go out, was selected to represent University of Washington, among nine top interaction design programs from around the world.

### Activities

**Science by Design (UW) (September 2014–Present)**
*Co-Founder*

Bringing together design, science, and engineering graduate students to collaborate on complex scientific findings to better communicate these findings through visuals and engaging stories to the public and scientific community.

**Seattle Mini Maker Faire (September 2014–Present)**
*Programming & Outreach Committee Member*

Raising the call for Makers to participate in the faire and generating ideas on where and how to expand the Maker Faire's outreach to the local community and beyond.

### Additional Skills

Copywriting (variety of styles/voices), data visualization, wireframing and UI (most recently through Marvel), and the ability to learn quickly.