

**Jarrett Fuller**  
*Graphic Designer*

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## Professional Experience

**The Whitney Museum of American Art**, New York, NY  
May 2016 – August 2016  
*Intern, Graphic Design*  
Focused on building, categorizing, and archiving a complete portfolio of the Whitney's in-house design team's work over the last three years, including designing and building a website to showcase the team's work.

**Facebook**, San Francisco, CA  
March 2013 – July 2015  
*Designer, Business Marketing*  
Focused on developing the Facebook for Business brand as well as various marketing material ranging from print design to event design, including leading design/art direction for two internal sales conferences.

**Warby Parker**, New York, NY  
May 2011 – March 2013  
*Graphic Designer*  
An original member of the design team working on web design, UX/UI, content strategy, print branding, and marketing, including leading the design of the company's two successful interactive annual reports.

**Inpop Records**, Nashville, TN  
May – August 2010  
*Design Intern*  
Designed album packaging, email newsletters, posters, and other promotional material as well as web maintenance and light video editing.

**Freelance Designer**  
2007 – Present  
Works independently as well as collaboratively with design firms across various mediums. Clients include Instagram, Mitsubishi, MICA, and Johns Hopkins University.

## Skill set

Adobe InDesign  
Adobe Illustrator  
Adobe Photoshop  
HTML & CSS/LESS  
jQuery  
Git  
Photography  
Digital & traditional illustration  
Copywriting  
UX/UI

## Teaching

**Maryland Institute College of Art**  
August 2016 – Present  
Adjunct Faculty

**Maryland Institute College of Art**  
August 2015 – December 2016  
*Graduate Teaching Intern*  
Design Theory with Ellen Lupton, Graphic Design History with Ellen Lupton and Brockett Horne, Introduction to User Experience with Ben Kutil

## Extracurricular

**Triple Canopy Publication Intensive**  
June 2016  
*Participant*  
Participated in Triple Canopy's two-week workshop on investigating the history and future of publications. The workshop included guest speakers, studio visits, and discussions.

**Sway Podcast**  
2014 – 2016  
*Co-host*  
A semi-regular podcast co-hosted with Rory King that looks at design in a wide sense and covering topics like criticism, education, design fiction, identity systems, and curation.

**Sway**  
2012 – 2014  
*Co-founder/Editor*  
Sway is an experimental design platform that questions what design can be and how it fits into the world at large through various projects including graphic design, discussions, zines, and curatorial experiments.

## Interests

Design criticism  
The future of publishing  
Data visualization  
Media theory  
Pedagogy  
Curation  
Identity systems  
Reading and text  
Art history  
Podcasts

## Education

**Maryland Institute College of Art**  
Baltimore, MD  
2015 – Present  
*Master of Fine Arts, Graphic Design*

**Kutztown University**, Kutztown, PA  
2009 – 2011  
*Bachelor of Fine Arts, Communication Design*

**Northampton Community College**  
Bethlehem, PA  
2008 – 2009  
*Associates In Applied Science, Communication Design*

## Recognition & Interviews

**Through Process** (episode 27), *interview*  
December 2015

**Through Process** (episode 9), *interview*  
June 2014

**AdWeek**, Warby Parker Annual Report, *feature* January 2013

**Forbes**, Warby Parker Annual Report, *feature* January 2013

**Time.com**, Warby Parker Annual Report, *feature* January 2013

**Fast Company**, Warby Parker, *feature*  
January 2012

**Design Bureau**, *interview*  
November 2011

**Gregory Purdon Memorial Award for Art**, *award*  
April 2009