

KATIE JUNDT

952.567.4073
jundtkatie@gmail.com
katiejundt.com

EDUCATION

Washington University in St. Louis

FALL 2014 — SPRING 2018
ST. LOUIS, MO

GPA 3.67/4.0

BFA in Communication
Design, Second Major
in Art History, 2018

ACTIVITIES

Dean's List Honors

SPRING 2015

FALL 2015

SPRING 2016

FALL 2017

SPRING 2018

SF Rebel Brigade

AUGUST 2019 — PRESENT

Community leader of an activism
group that uses theatrical street
performance to bring focus
to environmental issues.

SKILLS + TOOLS

Skills

Icon design, documentation
and design systems, information
architecture, team building,
simplifying complex information,
quick learner, visual design,
presentation design, basic video
editing, social media and marketing
assets, holiday campaigns, print
design, organization, empathy

Tools

Figma, Adobe Illustrator, Adobe
Photoshop, Adobe InDesign, Adobe
AfterEffects, Shopify, Squarespace,
basic front-end code knowledge

EXPERIENCE

Wish communication designer | level 3

DECEMBER 3, 2019 — MARCH 1, 2022 SAN FRANCISCO, CA

Communication designers work collaboratively alongside other designers, engineers, and marketers to conquer challenging problems and make a real impact on mobile e-commerce. I own my work and aim improve our outward-facing image for consumers around the world by generating and designing assets for internal tools, partnerships, website assets, email, social media, banner ads, print-based collateral and other tasks as needed for a variety of teams/marketing partners. I have contributed to the Global Design System, working as a cross-team player to create the library and documentation for Wish logos and icons, as well as an illustration library for my design team which documents our style and guides new designers as they learn the Wish style.

Minnesota Zoo Foundation freelance

MAY 2020 — AUGUST 2020 REMOTE

I created a virtual "swag bag" and a "swag box" for attendees of the Beastly Bash event. I partnered with The Zoo's internal design team for critique, and worked with The Minnesota Zoo Foundation's chair to plan the components, logistics and scope of the project, seeing the event through from concept to completion.

Banana Republic production artist

SEPTEMBER 24, 2018 — NOVEMBER 29, 2019 SAN FRANCISCO, CA

Responsible for preparing mechanical art which translates designs to production ready format. I managed the full project life cycle, from researching the market trends through production follow-up. In this role I improved process and communication with PMs and Engineering, streamlined creative briefs, and was an advocate for the recognition of my teammates.

Agnes Hamerlik freelance designer

MAY 2017 — MAY 2019 ST. LOUIS, MO + REMOTE

This role began as a graphic design internship, and grew into a freelancing relationship with international fashion designer Agnes Hamerlik. Working alongside Agnes, I established and developed her visual brand, creating all marketing materials—and an online boutique. I worked with clientele first hand to gather insight on her customers, and used these insights to inform her brand.

Cafe Natasha freelance designer

MAY 2017 — MAY 2018 ST. LOUIS, MO

As the Graphic Designer for GinWorld, Gin Week, and Cafe Natasha, I worked on a wide range of projects including pint design, emails, website design, and festival/event decks and media promotion materials. I gained first hand experience into event planning and creating booth collateral, and was able to practice pitching design ideas and speaking to potential clients.

Animal Adventure product design and development intern

MAY 2015 — AUGUST 2015 HOPKINS, MN

I worked with both product design and development departments to create plush toys for humans and dogs. I learned the process of developing a product and producing it internationally by participating in the process of plush design from the conceptual stages to working with factories in China. I designed and produced two plush bears for the 2016 Signature Line. During this internship, I catalogued and created a library system for all of the company's physical fabric and material samples. I was also able to catalogue all of the company's squeaker components and other elements of their design work, to help streamline their design process.