

Keara Mangan

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EDUCATION:

University of Glasgow / Glasgow School of Art

MSc International Management and Design Innovation

Expected Graduation: September 2022

Rochester Institute of Technology

Honors Bachelor of Fine Arts in Animation

Minors in French and Creative Writing

GPA 3.72 Graduation: May 2020

CERTIFICATION:

Business Analytics

Harvard Business School Online *October 2019*

Summer Venture in Management Program

Harvard Business School *June 2019*

Enterprise Design Thinking Practitioner

IBM *March 2020*

WORK EXPERIENCE:

Production Coordinator and 3D Designer

September 2020 - Present

Signing Animation

- Support animation department with production coordination and studio-wide admin support.
- Coordinate with artists and team leads to meet deadlines, secure assets, and provide 3D technical troubleshooting assistance.
- Design modeled and textured 3D assets for upcoming animated short, Liftoff.

Africa Program Communications Assistant

February 2021 - September 2021

Woodrow Wilson International Center for Scholars

- Supported the Africa Program department with social media promotion and communications materials management for its YALI program.
- Designed and formatted project reports, promotional materials, infographics, and publications for the 10th anniversary of the YALI program and its virtual events.

Visual Communications Fellow

January 2021 - August 2021

Leavitt Partners

- Designed multimedia graphics and presentations for healthcare partners and alliance organizations.
- Created infographic and analytic visuals to correspond with press releases and presentations related to public health and the pharmaceutical industry.

Orion Communications Intern

June 2020 - August 2020

NASA Johnson Space Center

- Created 3D rendered infographic still images and videos of the Orion spacecraft for promotion of the Artemis-1 mission.
- Edited and repaired broken topology and UV maps from previous models and refined CAD meshes to reflect the newest design of Orion.
- Created video and educational content for the NASA On Campus student committee.

Graphic Design Manager

January 2017 - May 2020

RIT Wallace Library Open Access Publishing

- Managed editing, format, and publication for research papers onto RIT's six open access journals.
- Implemented new accessible template designs for journal articles and redesigned past articles for improved accessibility use.
- Corresponded article status and concerns with researchers and professors worldwide who submit articles to Open Access.

Infographic Design Intern

August 2019 - May 2020

NASA Headquarters

- Designed digital infographics, posters, and promotional material supporting NASA's Office of the Chief Human Capital Officer.
- Collaborated with design and content writing interns to publish human resource materials explaining new USA Staffing software and assessment training tools for federal civil servant employees.

Multimedia Designer

February 2019 - April 2020

American Society for Deaf Children

- Created multimedia designs for print, online, and social media to support the non-profit's mission of sign language education.
- Mentored and supported other design interns on their projects and support with additional assistance.

3D Artist Intern

June 2019 - August 2019

NASA Glenn Research Center

- Created drone concept renders from start-to-finish across the 3D production pipeline process for NASA's Unmanned Aircraft Systems Project.
- Designed Unity VR/AR scenes to create simulations for autonomous vehicle communication researchers at NASA's Graphics and Visualization Lab.

Orion Communications Intern

June 2018 - August 2018

NASA Johnson Space Center

- Created GIF animations highlighting unique aspects of Orion for a featured article on NASA's homepage and Orion's social media pages.
- Animated several motion graphics videos featuring facts about the Orion mission for educational and public presentations.
- Managed correspondence with state film commission offices to support promotion of the Project Mars Film Competition.

SKILLS:

- Adobe Creative Suite: Photoshop, Illustrator, InDesign, After Effects, Premiere
- Autodesk Maya, Unity, Unreal Engine, ZBrush, Blender, Avid Protools, Substance Painter, Substance Designer, Procreate, ShotGrid
- Languages: French and American Sign Language

AWARDS:

Rare with Google: Leadership Accelerator	October 2020 - December 2020
Grace Hopper Celebration Scholarship Recipient	2020 - October 2020
Google iLab Design Competition, 1st Place, Visual Designer	May 2020 - July 2020
Rochester Institute of Technology Honors Creativity Symposium	November 2019
Forbes 30 Under 30 Student Scholar	October 2019

ACTIVITIES:

University of Glasgow and Glasgow School of Art MSc Class Representative	September 2021 - Present
COVID Compassion Hub Volunteer	March 2020 - August 2021
SIGGRAPH Student Member and Volunteer	August 2016 - August 2020
NASA On Campus Volunteer, Multimedia Designer	June 2020 - August 2020
Disability:IN Next Generation Leadership Program	January 2020 - July 2020
Rochester Institute of Technology Honors Program	April 2017 - May 2020
Disney Imaginations Design Competition, Team Leader	August 2018 - December 2018