
Manon Burkhart

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EDUCATION

Master of Arts - Major in Graphic Design

University of Hertfordshire – Hartfield, England, UK

Graduation: September 2025 GPA: 3.33

Bachelor of Fine Arts - Major in Visual Effects

Savannah College of Art and Design – Atlanta, GA, USA

Graduation: June 2016 GPA: 3.33

Certificate of Graphic Design

College of the Mainland – Texas City, TX, USA

Graduation: December 2021 GPA: 3.75

WORK EXPERIENCE

Operations Support Specialist

PracticalLabs Inc — Feb 2022 - Present (Part-Time)

- **Cross-Functional Partnership:** Engaged with teams across engineering, research, and client management, contributing to a seamless user experience from initial requirements gathering to product deployment.
- **Problem-Solving in Design Systems:** Collaborated on projects aimed at refining operational workflows, leveraging design to enhance the clarity and usability of internal tools.

Graphic Designer

The Place To Be Gallery — Jan 2024 - Present (Volunteer)

- **User-Centric Design & Visual Systems:** Created branding materials and layouts that simplify complex concepts into accessible visual experiences, driving engagement by up to 10% among target audiences.
- **Feedback Loop & Quality Assurance:** Implemented a feedback process, engaging stakeholders and audience responses to improve and iterate on designs, ensuring alignment with gallery's strategic goals.

Graphic Designer/Owner

GidgetGraphix — 2018 - Present (Part-Time)

- **Product Vision & Goal Setting:** Directed the design vision for diverse clients, shaping projects that align with business goals and consumer needs, from initial brainstorming to final execution.
- **Interaction Design & Aesthetic Sensibility:** Produced client deliverables with a strong focus on typographic balance, layout clarity, and mobile-friendly UI, ensuring design aesthetics align with functionality and user interaction expectations.
- **End-to-End Product Management:** Oversee all phases of the design process for client products, ensuring each phase contributes to cohesive user experiences that scale across various media platforms.

SKILLS

- **Design Tools:** Adobe Illustrator, Photoshop, Lightroom, InDesign, AfterEffects, Premiere Pro, Figma, Canva, Final Cut Pro, Autodesk Maya
- **Technical Skills:** HTML, CSS, Python
- **Collaboration & Project Management:** Microsoft Office, Google Suite, Canvas, Blackboard, Adobe Animate
- **Prototyping:** High-fidelity prototypes, interaction design, layout evolution