

EVELYN SWANSON



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EDUCATION

2025-2029

Savannah College of Art and Design

B.F.A. in User Experience Design

Minor in Industrial Design

Minor in Design for Sustainability

SKILLS

- Adobe Visual Design Certification: Photoshop and Illustrator
- Autodesk Inventor Certification
- Rhino
- Python Programming Language
- Figma
- User Research
- Information Architecture
- Vibe Coding

WORK

Graphic Designer - Westwood High School Cheer Team Merchandise 2025

Designed custom apparel graphics for cheer team merchandise, including t-shirts and spirit wear. Prepared digital files for production and ensured print-ready quality. Balanced creative direction with client feedback to deliver final designs.

First Tee of Savannah October 2025 - Present

Mentored youth athletes one on one in golf skills, teamwork, and sportsmanship. Planned and led lessons that promoted skill growth and confidence. Prepared youth for competitive tournaments, working on mental fortitude and physical skill.

American Threads November 2024 - August 2025

Assisted customers with purchases and provided friendly, personalized services. Restocked shelves, managed displays, and kept store organized. Operated cash register and point-of-sale system.

VOLUNTEER

First Tee of Greater Austin

Instructed groups ages 5-13 in basic golf skills, teamwork, and sportsmanship. Designed drills and practice activities to build confidence and enjoyment. Communicated progress updates with parents.

Beyond Golf Program Summer Camps

Guided campers through daily golf lessons, recreational activities, and team challenges. Worked closely with other counselors and coaches to plan lessons and manage large groups. Ensured camper safety and well-being through attentive supervision and clear communication.

National Art Honors Society

Participated in art-based community service projects, including mural painting and event decorations. Helped organize art showcases, fundraisers, and local outreach events.

Girlstart

Mentored young girls in STEM subjects through interactive experiments and group challenges. Promoted engagement in science, technology, engineering, and math through positive role modeling.