

# SYLVIE BARTUSEK

## Multimedia Designer

Silver Spring, MD, Willing to relocate | US Citizen  
(240) 704-2391 | [sylvie.bartusek@gmail.com](mailto:sylvie.bartusek@gmail.com) | [Portfolio website](#)

### Summary

Multimedia designer, audio & video editor, and musician, with 8+ years of experience producing content using the Adobe Creative Suite. Loves design challenges, working with a variety of mediums, and excels under a tight deadline.

### Education

#### Bachelor of Science, Brown University

9/2020 - 05/2024

Double concentration in Visual Art & Computer Science: Artificial Intelligence, Visual Computing.

**Relevant Courses:** Advanced Animation Production, Seminar in Electronic Music: Real-Time Systems, Computers and Music, Media Foundation, Drawing, Time Deformations, Cross-Disciplinary Language Arts, 2D Game Engines

GPA: 3.63

### Work Experience

#### Environmental Justice in Technology Fellow, Rooted Futures Lab

06/2025 - Present

- Curating, editing, and designing a [20+ page magazine](#) exploring environmental justice and technology through the theme of cyborgs, designed using **Adobe Indesign** and **Photoshop**.
- Leading the design of Study Hall, an educational card game teaching computer science students about the principles of environmental and social justice in technology, using **Figma**.
- Acting as the technical lead for a [website redesign](#) project in **SquareSpace**, by implementing the design into the platform, and coding custom features and design requirements in **HTML** and **CSS**.
- Designing prototypes in **Figma** for the *Smell Atlas*, an interactive map exploring the correlations between smells and environmental injustices, as well as brainstorming features, partners, case studies, and researching relevant datasets.

#### Website Manager & Multimedia Designer, College Park Community Food Bank

06/2024 - Present

- Working with UX researchers to incorporate a **Figma** prototype into [the website](#), and redesigning page content for increased accessibility, including code injections in **HTML** and **CSS** into **SquareSpace**.
- Designing visual assets, including thumbnails, banners for the home page, graphs, and [reports](#) in **Adobe Photoshop** and **Indesign**.
- Leading a logo redesign project, by proposing a new brand identity focused on improved visibility, expanded visual language, and **Spanish** and English logos in **Affinity Designer**.
- Translating Spanish video interviews and adding in English subtitles for expanded reach of video content in **DaVinci Resolve**.

#### Digital Futures Institute Digital Storytelling Fellow, Montgomery Community Media

06/2025 - 09/2025

- Directing and producing a [short documentary](#) telling the story of my grandmother's life as an LGBTQ+ resident of Montgomery County, Maryland, and relating it to experiences of LGBTQ+ people in the county today.
- Researching guests, scheduling and conducting interviews.
- Setting up audio and video equipment, lighting and designing studio sets, and operating a switcher during interviews.
- Writing a script and a detailed edit decision log, and creating a 20 minute story arc from our 5+ hours of footage.
- Finding b-roll, including family pictures, archival footage of prides, and appropriate stock videos, recording voice-overs, editing our video in **Adobe Premiere Pro**, and processing and mixing audio.

#### New Media (VR, AR, Sound) Coordinator, Ivy Film Festival

09/2022 - 05/2024

- Led the New Media team in organizing and facilitating events for student creative technologists, including **VR/AR exhibitions**, film screenings, a public art installation contest, and the festival's culminating [New Media exhibition](#).
- Maintained and prepared specialized **AV equipment** and software for the 10 featured New Media festival winners, troubleshooting technical issues and ensuring smooth operation during public events.
- Provided on-site technical support and consultations to artists, with the help of faculty and staff members.

#### Staff Illustrator, the College Hill Independent

09/2021 - 05/2024

- [Illustrated](#) 3-4 articles per cycle, collaborating with staff writers and editors to craft the visual identity of the article, and editing traditional illustrations in **Photoshop**.
- Wrote and designed visual articles exploring my creative work using **Adobe Indesign** and **Photoshop** using design skills.

### Projects

#### Animator & Editor, Run, Cycle, Animated Film

11/2023 - 12/2024

- Modeled and rigged two 3D horse heads, modeled environmental assets, and created animations in **Autodesk Maya**; rendered shots using **Autodesk Arnold**.
- Edited half of [the film](#) in **Adobe Premiere**, including color correcting, covering up glitches in renders, and fixing timing issues.
- Led my team as far as the film's soundtrack by recording myself and student musicians in my makeshift at-home studio, as well as sound processing, editing, and mixing.

### Skills

**Graphic Design Production:** Adobe Photoshop, Adobe InDesign, Adobe Illustrator

**Technical Support:** AV setup, VR/AR exhibition support, audio recording & engineering

**Video Production:** Adobe Premiere Pro, Autodesk Maya, REAPER, Ableton Live, Max MSP

**Languages:** Fluent English, Fluent French, Intermediate Spanish

**Interests:** playing, performing, and recording original music (drums, guitar, bass guitar), rockclimbing, drawing, collage, sculpture.