

Gray Walsh

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UX/UI and visual designer delivering innovative, user-centered solutions across digital and physical media. Skilled in leading collaborative projects, enhancing accessibility, and integrating emerging technologies to boost engagement and brand impact.

Education

American University

May 2025

Bachelor of Arts in Visual & Communication Design and Justice & Law

Work Experience

Graphic Design/Social Media Intern

January 2025 - May 2025

Public Defenders Service of the District of Columbia

Washington D.C.

- Led the full layout and visual design of the 50-page PDS 2024 Annual Report, meeting all government accessibility guidelines for print and web.
- Coordinated with executive team members and integrated custom photography for a visually compelling, cohesive publication
- Produced 15+ social media posts boosting public engagement and educating audiences on legal rights.
- Directed brand guidelines overhaul, improving visual consistency across digital and print assets.

Lifeguard

August 2022 - May 2025

American University

Washington D.C.

- Monitored safety for 100+ swimmers weekly; responded to 2+ emergencies with zero incident escalation.
- Maintained optimal chemical balance and achieved perfect scores in monthly Red Cross-certified skills evaluations.

Swim Instructor

June 2024 - Current

YMCA of Greater Clinton

Clinton, SC

- Graduated 15+ students with essential swimming skills through personalized lesson plans.
- Designed at-home practice routines that accelerated progress and improved retention.

Relevant Projects

GDES - 420 - Design Capstone

American University

UX/UI - Sideline: Original Interface Creation

Spring 2025

- Engineered a dual-screen soccer viewing experience integrating TV overlays with a mobile companion app to enhance accessibility and fan engagement.
- Developed unique features (Coach's Call, Pitch Echo) informed by user research with 25+ participants, improving commentary accessibility and game comprehension.

GDES - 405 - Exp. Design: Interactive Media

American University

UX/UI - Mozaik: Original App Creation

Fall 2024

- Directed a 3-person team to design "Mozaik," a networking app for young professionals relocating to new cities.
- Spearheaded safety-focused UX features and designed multiple high-traffic screens for sustained engagement.
- 2025 - Mozaik, Gray Walsh, Sophie Carter, Isabelle Ritz, "Apps Take Off!" panel at 35th Robyn Rafferty Mathias Student Research Conference, American University, Washington DC

Additional Creative Work

American University

- Designed and hand-built lightbox-style Lord of the Rings book covers, integrating physical fabrication, custom photography, and high-fidelity mockups.
- Engineered an interactive AR entrance installation for American University's Art Building, blending physical space design with augmented reality for an immersive visitor experience.

Skills

Design Tools: Adobe Photoshop, Illustrator, InDesign, Figma

Web and Interactive: HTML, CSS, AR development tools

Photography: Studio lighting, product photography

Professional Skills: Creative problem-solving, cross-functional collaboration, user research, adaptability, presentation skills