

# Olivia Blackmore

oliviablackmore.com



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## TOOLS

Figma, Illustrator, After Effects, Jitter, Photoshop,  
Premiere Pro, CapCut, Procreate, Miro, Notion, HTML, CSS.

## DESIGN EXPERIENCE

### Visual Design Intern ■ TEALEAVES

April 2026 – August 2026

- ◆ Developed packaging concepts through sketches, mood boards, and cross-functional team discussions.
- ◆ Created **custom label designs for 3+ hotel clients** based on briefs, iterating through mockups and feedback.
- ◆ Designed print assets, guest postcards and table cards for 16+ stations, for the inaugural *Eat The Invaders* culinary event (~250 guests), maintaining a **consistent brand identity** across all materials.
- ◆ Built a **sales package** for hotel clients presenting custom packaging options with pricing, timelines, and descriptions to **support informed client decision-making**.

### Motion & Video Designer ■ SFU Blueprint

January 2026 – Present

- ◆ Produced **10+ motion graphics** for web, LinkedIn, and social media in After Effects; transformed static Figma designs into animated graphics using Jitter
- ◆ Directed and edited Blueprint's **intro video** for the 2026 website. Coordinated and conducted **interviews with 6 members**, then shaped footage into a narrative covering the team, mission, and non-profit services.
- ◆ Edited **social media reels** in Premiere Pro and CapCut highlighting community events, team initiatives, and upcoming announcements.

### Product Designer ■ ScrapBooks

May 2026

- ◆ Collaborated with a team of 4 to concept and prototype ScrapBooks, a feature addition to Apple Maps, winning **Best Community Project** at SparkJam 2026 (a 6-day design jam).
- ◆ Led **user research**, co-designing and distributing surveys to **35 Gen Z travellers**, synthesizing responses into pain points around collaborative trip planning, memory-keeping, and scrapbooking to drive key **UX decisions**.
- ◆ Designed **low-fidelity user journey maps and wireframes** for the mobile feature.
- ◆ Wrote, voiced, animated, and produced the **final pitch video** in After Effects.

## INVOLVEMENT

**Commission Illustrator** ■ SFU The PEAK

September 2025 – Present

**Graphic Design Coordinator** ■ SFU UPhoto

January 2026 – Present

## EDUCATION

**Simon Fraser University** ■ B.A. in Interactive Arts & Technology

September 2024 – May 2029 (Expected)

- ◆ Double concentration in Designing Interactions and Design & Development for Web & Mobile