

Olivia Blackmore

604-369-7239 · omb5@sfu.ca · linkedin.com/in/olivia--blackmore · olivia475.github.io/olivia-portfolio/

Tools

Figma, Adobe Suite (Illustrator, Photoshop, Premiere Pro, After Effects), HTML/CSS

Skills

User-centered design, Wireframing, Prototyping, Photo/Video Editing, Motion Graphics

Work Experience

Design Intern

Vancouver, BC

TEALEAVES

Jun 2025 - Aug 2025

- Redesigned and maintained Shopify webstore interfaces, implementing layout and styling updates using basic HTML/CSS within existing themes to improve visual hierarchy and usability.
- Produced UI-ready visual and motion assets using Adobe Illustrator (light animations) and Photoshop (optimized image assets) for web and email newsletters.
- Iterated on layouts and assets across web and email touchpoints, ensuring design system consistency, accessibility considerations, and smooth handoff to implementation.

SIAT Social Media Ambassador

Surrey, BC

Simon Fraser University

Jan 2025 - Mar 2025

- Collaborated with students to showcase student work and initiatives, strengthening engagement and connection within the SIAT community.
- Planned, produced, and scheduled content across platforms, managing multiple deadlines while maintaining consistent quality and timely delivery.
- Edited videos with captions and visual pacing to improve accessibility and comprehension.

Production Team

Vancouver, BC

TEALEAVES

Dec 2021 - Aug 2024

- Assembled retail-ready packaging with strong attention to accuracy and quality standards.
- Maintained organized inventory systems and supported efficient warehouse operations.

Education

Simon Fraser University

Surrey, BC

Bachelor of Arts, School of Interactive Arts and Technology

Sept 2024 - Present

GPA: 3.72

Coursework in interaction design, human-computer interaction, visual design, and prototyping.

Extracurricular

UPhoto Graphic Design Coordinator

Jan 2026 - Present

Collaborated with designers in Figma to create social media and merchandise assets aligned with the club's brand identity and style guidelines. Created wireframes and mock-ups in Figma to explore layout and branding directions before implementation.

SFU Blueprint Social Media Coordinator

Jan 2026 - Present

Collaborated with communications and design teams to create high quality content supporting recruitment, projects, and events. Designed visuals in Figma, Premiere Pro, and After Effects following established brand systems and style guidelines.

The Peak Commission Illustrator

Sept 2025 - Present

Created original digital illustrations based on article briefs, translating themes into clear, engaging visuals under tight editorial deadlines.