

Kevin Zweerink

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253 Cumberland St.
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BIO

Designer and technologist interested in the development of digital culture and the technology that supports it.

EDUCATION

Maryland Institute College of Art
BFA, 2015, Summa Cum Laude

SKILLS

- Adobe Creative Suite
- Sketch
- HTML
- CSS
- Javascript (including Node)

WORK

Freelance // June 2015–Present

I work with individuals and companies to design and build digital products, websites, and illustrations.

The New York Times // June 2015–May 2017

At The New York Times I am a designer on the Core Digital Design Team. The Core Team oversees the design and experience of the primary New York Times products across different platforms. My role focuses on the future of the home screen across platforms.

Friends of The Web // May 2013–May 2015

Throughout school I worked as a part-time designer and front-end developer at Friends of The Web, a digital consultancy and product studio in Baltimore. While there, I worked for clients including Tobias Frere-Jones, Google, and Brute Labs, and contributed to internal projects such as Dayswork, a time-tracking tool for freelancers.

Facebook // May 2014–August 2014

While interning at Facebook I worked with the newly-acquired team from Oculus to shape the design and onboarding experience for the 2D version of the Samsung Gear VR App Store for Android.

AWARDS & HONORS

- **Leo Burnett Award for Design Excellence**, May 2015
- **GDUSA Magazine Student to Watch**, January 2015
- **HOW Magazine Top 10 Websites for Designers**, March 2013
- **Best in Show: GOOD Hackathon**, Feb 2013