

Cindy Rodriguez

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## Education

### PARSONS SCHOOL OF DESIGN

New York, N.Y., 2002 - 2006  
BFA, Communication Design

### ALTOS DE CHAVON, SCHOOL OF DESIGN

Dominican Republic, Summer '06,  
Culture, Place & Design: Motoconcho

### SCHOOL OF VISUAL ARTS

New York, N.Y.

The Printer's Book, Summer '05

Letterpress, Spring '09

Bookmaking, Spring '09

Independent Curator's Seminar, Summer '11

Artist as Curator, Spring '12

### TYPOGRAPHY SUMMER SCHOOL

London, UK, 7/5/2010 - 7/9/2010

## Skills

Fluent in written and verbal Spanish. Adobe CS5, AfterEffects, Final Cut Pro, Pro Tools, Microsoft Office Suite. Knowledge of print production, pre-press, and building mechanicals.

## Exhibitions and Showcased Work

### THE SEND HELP PROJECT 3/2009

Designer, organizer and contributor of an art show exhibiting the works of 15 artists exploring the theme "SEND HELP." Hosted by Creativelab Studio in Dumbo, Brooklyn.

### THE BAD WORDS EXPERIMENT 2/2010

Designer, organizer and contributor of an art show exhibiting the works of 25 artists exploring the theme "BAD WORDS." Hosted by Creativelab Studio in Dumbo, Brooklyn.

### MUSEO MEXICANO DEL DISEÑO 1/2010

Work exhibited as finalist in **El Museo Mexicano del Diseño's** "To Death With a Smile" Poster Exhibition in Mexico City.

### AMATEURS 12/2010

Designer, organizer and contributor of an art show exhibiting the works of 10 artists. Held during Art Basel at MRKT in Miami, Florida.

### FOR ART'S SAKE!: TYPEFACE 2/2010

Invited to showcase poster series for a group show at Collide Factory in Fort Lauderdale, Florida.

## Experience

### FREELANCE CLIENTS INCLUDE:

MTV, Cubanica, The Solomon R. Guggenheim Museum, Parsons The New School for Design, Weekly Reader, CreativeLab Studio, XA The Experiential Agency, La Scarbitta Ristorante, Piccola Trattoria, Nickelodeon, and Merkley & Partners.

### INTERNATIONAL STUDIO AND CURATORIAL PROGRAM

8/2011 - present

Assistant to Artist Firoz Mahmud during his residency with ISCP. Developed and produced two books cataloging Firoz Mahmud's body of work and recent projects.

### PARTICLE MEDIA, FREELANCE

8/2011 - present

Work closely with Creative Director for various client projects: Production for web, brand and identity materials, presentation decks, and environmental signage.

### CUBANICA, FREELANCE

10/2009 - present

Designed t-shirts for Nat Nast's collaboration with The Wounded Warrior Project and Carlos Santana, and typographic treatments for apparel for XG3 by X Games, a line of products launched by ESPN.

### CLEMENTINE BRANDING, FREELANCE

3/2009 - present

Assigned a variety of projects ranging from logo and identity to web and book cover design. Current clients include: The Solomon R. Guggenheim Museum, Social Capital Partnerships, The New Press, Mt. Sinai, and Quovo Finance.

### THE SOLOMON R. GUGGENHEIM MUSEUM, EXHIBITION MANAGEMENT INTERN

9/2008 - 4/2009

Design and development of retail items branded under the Museum's line of children's products, *GuggenheimKids*. Development included research, concepting, design, and pre-press. Assisted Graphic Design Department during production phases of several installations and gala events including, "Noguchi: The Bollingen Journey" and "The Third Mind: American Artists Contemplate Asia."

### PARSONS SCHOOL OF DESIGN, VOLUNTEER

9/2006 - present

Assistant to Coordinator of student/alumni Thesis & Portfolio Clinics; Guest critic for Thesis classes; Assistant to Coordinator of Parsons' CDT Senior Thesis Exhibition '08; Coordinator, Designer, and Art Director of *CD BFA* '09, a catalog showcasing selected works from Communication Design Class of 2009.

### HUDSON VALLEY TOURS, BRAND MANAGER

4/2008 - 1/2011

Founder. Developed brand platform, identity, website design, and marketing materials to showcase the debut of the company and all launch efforts.

### BUTTONED UP, INC., DESIGNER, ART DIRECTOR

1/2007 - 4/2008

Designer for paper product line. Responsibilities included implementing strategic platform for brand development, creating and overseeing products from concept phase through production, and building mechanicals for preflight.