

STEPHANIE PLAYER

graphic designer

Education

01/2024–04/2026 ArtCenter College of Design Pasadena, CA	Bachelor of Fine Arts in Graphic Design with Distinction Specialization in Print and Packaging, Provost's List
03/2026–04/2026 Adobe Sponsored Studio Course	Created a next-generation workflow by rethinking identity design through AI integration in Adobe tools.
01/2025–04/2025 Google Sponsored Studio Course	Integrated AI into the packaging design workflow to support inclusive design and increase efficiency by 8x.
09/2016–06/2018 Parsons School of Design New York, NY	Associate of Arts in Graphic Design with Distinction, Provost's List

Experience

09/2024–04/2026 Teaching Assistant ArtCenter College of Design Pasadena, CA	Aided Professor and Associate Chair, Monica Schlaug with critiques, assignments, and best design practices for Packaging and Communication Design classes.
01/2022–09/2025 Freelance Graphic Designer Stephanie Player Design Los Angeles, CA	Created cohesive identity systems and delivered high impact presentations across print and digital platforms. Clients included Warner Bros, Netflix, and Gap Inc.
06/2020–12/2022 Graphic Design Lead RAD Los Angeles, CA	Oversaw in-house graphic design for clients including De Beers and Amazon Luxury Stores. Rad4Art's campaign generated 1B earned media impressions over three weeks.
01/2018–06/2018 Graphic Design Internship Souter/Partners New York, NY	Assisted the design team in brand style guides, and editorial layouts for clients including Dubai Design District and Holiday Hotel Palm Springs.
10/2017–05/2018 Art Director Parsons School of Design New York, NY	Co-led the launch campaign and website roll-out, designing The New Store digital experience while developing new brand-focused product offerings.
08/2015–07/2017 Global Flagship Marketing Banana Republic New York, NY	Collaborated with the VP of Store Experience on global window marketing. Created flagship store visuals and oversaw image curation, prop styling, and presentation.
03/2014–07/2017 Creative Marketing Manager Banana Republic San Francisco, CA	Supported the development of fleet-wide window and in-store marketing. Designed custom global marketing, and created distribution spreadsheets for all U.S. stores.

Recognition

Talks & Features

- 03/2026 **PRINT Magazine**
What Does Thoughtful AI Policy Look Like in Design Education?
- 01/2026 **Partners in Print**, Seattle, WA
Presented as an emerging printer on the intersection of technology and typography at a Partners in Print event.
- 11/2025 **UCDA Design Conference**, Pasadena, CA
Co-presented with Gerardo Herrera, sharing work in branding and AI while offering a student perspective on design education.
- 10/2025 **Adobe Summit at ArtCenter**, Pasadena, CA
Presented branding projects built within the Adobe Creative Suite with AI integration.

Scholarships

- 04/2025 Kanter for Excellence in Typography
ArtCenter College of Design
- 01/2018 Merit-Based
Parsons School of Design

Mentorships

- 2025–2026 Google Design, Mountain View, CA
- 2024–2025 ArtCenter Career Program, Pasadena, CA

ArtCenter Gallery Exhibitions

Gemological Institute (brand identity)
Banned (brand identity)
New Office (packaging)
Woodstock Film Festival (brand identity)
Type Con (print)
Glow Up (packaging)
Le Tigre Tour (print)
For the Win (editorial)

Expertise

Strong working knowledge of:

InDesign, Illustrator, Photoshop, Keynote, Figma, PowerPoint, Acrobat, MadMapper, Miro, p5.js, Runway, Midjourney

Familiar with:

After Effects, KeyShot, SolidWorks

Skills:

Brand identity development, editorial design, package design, generative design, AI strategy, presentation design, font design, public speaking

Languages:

English (native), French (conversational)