

KATIE ZESIGER

CONTACT

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EXHIBITIONS

- 2025 *Fans Only Friends*, Fans Only Studio | Portland, OR
- 2024 *Selfies and Self Care*, Radius Gallery | Portland, OR
- 2023 *Blue*, Grey Cube Gallery, Finalist | Online Group Show
- 2018 *Thesis Exhibition*, Sheehan Gallery | Walla Walla, WA

EDUCATION

Whitman College

September 2014 - June 2018
BA in New Genre Art

Springboard UI/UX Design Certification

September 2020 - November 2021
12-month intensive course in UI/UX methodologies and technologies

DIS Copenhagen

September 2016 - January 2017
Intensive graphic design studio course based in Copenhagen, Denmark

EXPERIENCE

Studio Assistant and Designer

Vitrified Studio, 2025

Ceramic production studio assistant and website designer. Designed custom fonts, managed glazing, created new glaze colors, designed a responsive customization tool.

Canopy Program

NYC Crit Club, 2025

Year long critique and mentorship program led by painter Matt Phillips. Provides access to visiting artist critiques and creating work alongside a cohort of ten artists.

Freelance Designer and Illustrator

2019 – Current

As a freelance designer and illustrator I completed a variety of projects for individuals and companies. Some of these projects included: app design, book illustration, custom map making, logo design, infographic creation, and web design.

Oil Painting Intensive

Studio Escalier, 2023, 2024

2024: Six week intensive study of color and composition through figure drawing and painting from life.
2023: Four week intensive study of oil painting through portraiture from life using natural light.

Sculpture Fabricator

Nikolas Weinstein Studios, 2023 – 2024

Worked with a team to construct a large scale sculpture comprised of glass and steel. In this work I utilized wood and metal saws, and did fine detail work. I also took leadership over firing the kiln, tracking production, and training new staff on processes.

Product Designer

CD Baby, 2022 – 2023

Updated designs for major pages and flows including checkout, manage payment methods, and member's dashboard. Created a comprehensive design system, collaborated across departments, and performed user research.

Lead Designer

Pain Navigator, 2021 – 2022

Designed a comprehensive mobile application from the ground up. Performed user research, created wireframes, high fidelity mockups, and prototypes. I also designed a style guide, logo, custom icons, and brand identity for the company.