

Bea Hindman

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615-582-2881

Work Experience

Bungie — UI Visual Designer

2021 - 2026

Worked on the live-service game Destiny 2. Helped ship many campaigns and seasonal releases, and aided in the creation of several unique features from the ground up, as well as worked with tech designers and engineers to continually update features to be more accessible to players. Pitched and created new features for the rewards systems, and practiced cross-discipline communication to design UI that supports the larger world of Destiny 2.

BYU-Idaho — IT Creative Team Lead

2018 - 2021

Worked for the university's IT Department on its communications team as a lead. Spearheaded projects for the IT Department social media pages, maintained all internal department and external student-facing communications, and designed for all branding needs. Created the university-standard brand guide for future designers to follow. Developed experience in team building and creating powerful visuals that define and fit a brand.

Education & Skills

BFA Graphic Design — BYU-Idaho

Graduated 2021

Received a Bachelor's of Fine Arts in Graphic Design from Brigham Young University - Idaho.

Skills

Adobe Creative Suite
Figma
UX Research
User Testing

Collaboration
Communication
Documentation
Solution seeking