

Sarah Garrison

Industrial Designer & Sustainability Specialist

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Overview

Industrial Designer focused on sustainability in product and system design, particularly in the outdoors and sporting industries. Fascinated by futurology and the socio-environmental consequences of modern consumerism. Advocate for Environmental Justice.

Relevant Experience

Sustainability Consultant - Freelance

October 2020 – Present

Consulting with small businesses and startups to improve their sustainability efforts and reduce their environmental impact.

- Transitioned an independent coffee shop to sourcing 58% (by cost) of their ingredients and goods locally within a 500 mi radius.
- Converted 3 businesses to exclusively majority-post-consumer recycled or biodegradable packaging and marketing materials.
- Analyzed the current impact of 7 small businesses and facilitated the development of short and long term sustainability goals and establishment of clear plans to accomplish these goals.

Marketing Designer and Partnerships Support (Contract) - Monotype Imaging Inc.

October 2017 – June 2022

Monotype is the global leader in premium creative font and imaging technology solutions.

- Collaborated with marketing teams to optimize customer-facing email revenue marketing campaigns sent to over 1.1 million customers, supporting \$48 million yearly revenue.
- Managed relationships with over 3,000 sellers to solve technical issues blocking product releases within an agile environment.
- Designed marketing materials for product page merchandising, social media assets, and promotional content to support revenue goals.

From Linear to Circular London - Ellen MacArthur Foundation

April 2020 – June 2020

An Ellen MacArthur Foundation flagship program designed to empower the next generation of circular economy leaders and pioneers.

- Worked with circular economy researchers, designers, and advocates from around the globe to better understand and design for our current linear economy, the possibilities of a circular future, the many challenges that lie in between.

Biomaterials Graduate Research Assistant - Edna W. Lawrence Nature Lab at RISD

September 2019 – May 2020

- Proposed and spearheaded the development of a communal, living reference library of natural dye recipes and samples for use by RISD + Brown University students and faculty.
- Contributed self-developed materials to the development and expansion of the RISD Nature Lab's library of biomaterial recipes and samples.
- Lead biomaterial and natural dye workshops and facilitated the use of The Biodesign Makerspace and its many scientific tools.

Wood Shop Graduate Assistant Liaison & Monitor - Rhode Island School of Design

September 2018 – May 2020

- Lead student employee and key liaison between the shop director and professors.
- Advised students, assisted in machinery maintenance and repair, prepared any necessary machinery and materials for wood shop classes, assessed and implemented new safety measures, oversaw other student employees.

Product Designer - Precious Plastic HQ, Netherlands

June 2019 – September 2019

A global open-hardware and open-source plastic recycling project working to turn plastic waste into valuable products on a local level.

- Co-developed injection molded geodesic dome components, Precious Plastic's most highly-requested product. This work included 3D modeling, rapid prototyping, communicating with target demographics, user testing, and producing instructional materials.
- Worked on the development of alternative processes for injection molding which allow for low cost disposable molds, used for iterative prototyping and limited-run components.
- Exhibited team-produced results at the 2019 Dutch Design Week.

Graphic & Learning Designer - Holiday Inn Club Vacations

June 2016 – October 2017

- Collaborated with Brand, HR, and Legal teams to strategize and design engaging internal curriculum and training content for professional development, new-hire onboarding, safety training, and policy updates used by over 3,500 employees nationally.

Education

Master of Industrial Design - Rhode Island School of Design

January 2018 – May 2020

- IDSA @ RISD Officer, Various Exhibitions, Graduate Merit Fellowship Award, Graduate Commons Grant, Rachel Carson Award

CORe (Credential of Readiness) - Harvard Business School Online

June 2020 – August 2020

- Business Analytics, Economics for Managers, Financial Accounting

BFA, Graphic Design & BA, Studio Arts - University of Central Florida

August 2012 – May 2016

- AIGA Orlando Board Member, Graphic Design Student Assoc. Officer, Pegasus High Academic Scholarship, Cum Laude

Selected Hard Skills

Soft Goods, Prototyping, Pattern Making, User Testing, Data Collection & Analysis, Sketching, Story Telling, SolidWorks, Rhino, Illustrator, Photoshop, InDesign

Selected Soft Skills

Strong Communicator, Flexible & Adaptable, Thrives in Fast-Paced Environments, Dependable, Emotionally Intelligent, Generates Research & Data Driven Solutions