

**Name:** Aisling Mc Nally

**Mobile:** 087 3850689

**LinkedIn:** [linkedin.com/in/aisling-mc-nally-277ba2194](https://www.linkedin.com/in/aisling-mc-nally-277ba2194)

**Portfolio:** <http://aislingmcnally.com>

**Email:** [aisling.mcn18@gmail.com](mailto:aisling.mcn18@gmail.com)

## Education

### Third Level

**Date:** 2020 – 2022

**College:** Technological University Dublin (TU Dublin)

**Course:** Masters of Science in Creative Digital Media & UX Design (2.1)

#### Subjects Included:

**Semester 3 | Major Project:** The design, build and deployment of a mobile application. Built using Angular Ionic, VS Code and XCode, my major project, titled Arcanum, is an iOS tarot card app for beginners and enthusiasts. The app is now available to download on the app store: <https://apps.apple.com/ng/app/arcanum/id1595576947?uo=2>. A promo video for the product can be viewed here: <https://vimeo.com/658113719>.

**Semester 2 |** Project Development & UX Treatment, User Interaction Design and Social Media Applications were the modules included in semester 2. Projects involved the design of user centred interfaces and experiences, using market analysis and user research, through interviews and surveys, to inform the design of the low to high fidelity wireframes and prototypes. Weekly sprints provided constructive feedback and all suggestions were happily considered.

**Semester 1 |** AR & VR Applications, Authoring Principles, Design Practice, Ludology & Gameplay and Production & Prototyping were the modules included in semester 1. This semester explored HTML, CSS and Javascript in detail. Photoshop, Illustrator, Dreamweaver, InVision and Visual Studio Code were used extensively throughout this semester. Collaborative team projects involved careful time management and weekly meetings.

### Third Level

**Date:** 2015 – 2019

**College:** Institute of Art, Technology & Design

**Course:** Bachelors of Art (1st class)

#### Subjects Included:

**Yr.4 Project |** On Show (2019), the annual graduate show, exhibited final year studio research and professional practice. *"There, but barely"* was a multi-screen film, which was projected on both sides of a temporary wall. The space was semi-lit and open, with enough room for the audience to move about freely and engage with the work. *"There, but barely"* explores a sense of quiet oblivion and disorientation in relation to a sensation called brain fog. The work is available to view on Vimeo at <https://vimeo.com/340707464>.

**Dissertation |** "The Abject Mother: The relevance of psychoanalyst Julia Kristeva's theory, the abject mother, in the artistic practices of Kiki Smith, Nancy Spero and Ana Mendieta".

### Second Level

**Date:** 2008 - 2014

**School:** Coláiste Oiriall (Gaelscoil)

**Leaving Certificate:** 470 points

**Subjects:** Irish, English, Maths, French, Art, Music, Biology.

## Work Experience

**Name:** FinReg Global

**Role:** Product Builder Internship

**Date:** 28/03/22 - 08/04/22

#### Duties:

- Created a design concept for FinReg Global's technology platform's training environment.

- Analysed techniques and methodologies used by products within the same domain and designed infographics to present these findings.
- Designed mid to high fidelity mockups, user flows and prototyped interactive solutions with Figma.

**Name:** Trinity College Dublin

**Role:** Artist (Sorgente Study)

**Date:** June/ July 2021

**Duties:**

- Sorgente is a research project by Dr Erika Piazzoli, which engages asylum seekers, refugees and their teachers in performative language pedagogy.
- The role of the artist involved quickly recording key moments of the teaching sessions through clear and easy to discern sketches, which would then be discussed by the students at the end of the session.
- The project was recorded by RTE and featured on RTE's Change Makers series in February 2022.

**Name:** Coláiste Oiriall

**Role:** Superintendent

**Date:** May 2017/ May 2018/ May 2019

**Duties:**

- Responsible for the supervision and administration of the Leaving Cert and Junior Cert art practical examinations. Ensuring that every student had each component of their work submitted correctly.

**Name:** Braeside Stores

**Role:** Shop assistant

**Date:** 2014 - 2018

**Duties:**

- Responsible for welcoming customers, striking up a light conversation and helping them find any items.
- Receiving, processing and organising deliveries.
- Training in new staff and informing them on the correct procedures.
- Addressing customer complaints and resolving them in a professional manner.

**Skills**

- Wireframing
- Visual Design
- Team Player
- Journey Maps
- User Research
- Solid Communicator
- User Testing
- Market Analysis
- Adaptability
- Prototyping
- Keen Learner
- Creative

**Tools:**

- HTML/ CSS
- XCode
- Illustrator
- Javascript
- InVision
- Photoshop
- Angular
- Adobe XD
- Final Cut Pro X
- Ionic
- Figma
- Photography

**Personal:**

- Fluent Irish Speaker
- Honours LC French
- Full Irish Driving License

**Achievements & Interests**

**Achievements:**

- **Exhibitions:** On Show (2019) || Making the Intangible Tangible (2019) || Saga (2019) || Effectuate (2018)

**Interests:**

- Piano (Level 4)
- Photography & Videography
- Painting (Digital, Oil & Watercolour)
- Yoga