

ZACH NARVA

human-centered learning design & strategy

www.zachnarva.com

hello@zachnarva.com

(617) 512 4042

 /zachnarva

PROFILE

As a human-centered learning designer, I use a mix of collaborative research, participatory design, and communication strategy to develop equitable learning environments, tool, and practices for resilient systemic change.

SKILLS

design research & strategy
learning design
storytelling
co-creation & prototyping
facilitation

PROJECTS

Creative Director, Camp Sharon & Karen **2019**

Concepted, develop, and produced an immersive, exploratory learning environment for parents raising trans and gender-expansive kids over 18-months. Led 16 weeks of co-creation workshops that resulted in participatory activities to help parents manage uncertainty, build new skills, and facilitate intentional shifts in behavior.

SKILLS USED: learning design, prototyping, design for play, ethnography, co-creation, facilitation, design research, theories of change

Design Strategist, Project ALY (Accept LGBTQ+ Youth) **2018**

Helped Project ALY envision their communication strategy and develop a more informed, accessible, and inclusive voice for community workshops and trainings. Conducted design research with 50+ participating parents, teachers, and students to help craft tools designed for productive conversations about LGBTQ+ equity.

SKILLS USED: communication strategy, design research, co-creation, facilitation

Product Design, Screwed **2018**

Managed visual design and developed content for a new, social card game that facilitates sex-positive conversations between friends. Centering personal agency in the game allows each player to adjust participation based on their comfort level. After 5 rounds of prototypes, we created a game that unites diverse perspectives.

SKILLS USED: design for play, prototyping, learning design, co-creation

Design Strategist, Uplift Solutions **2017**

Directed communication strategy and a new organizational narrative and in-store signage to help Uplift educate and support customers within underserved communities. Produced signage systems for use throughout store to educate customers about medical, dietician, and pharmacy services on-site.

SKILLS USED: communication strategy, design research, ethnography

UX Designer, Folger Shakespeare Library **2014**

Rebuilt information architecture and designed a new digital experience for Folger's main website. Working with a team of the library's content experts, defined specific user-flows and co-created parallel experiences that navigate different audiences to the specific resources and information they seek.

SKILLS USED: design research, design strategy, experience design, information architecture, co-design

PROGRESS

● **MFA**, Human-Centered Design

SCHOOL OF VISUAL ARTS

FOCUS: co-design, UX research, ethnography, facilitation, learning design, game design, systems design, project management

2017–2019 | NEW YORK, NY

● **Visual Designer**, High Brew Coffee

FOCUS: packaging design, event graphics, environmental graphics, brand guidelines

2016–2017 | AUSTIN, TX

● **UX Designer**, WDG

FOCUS: information architecture, high-fidelity wireframes, digital strategy, client UX workshops

2013–2015 | WASHINGTON, DC

● **Studio Art Centers International**

FOCUS: darkroom photography, screen printing, infographics

2011 | FLORENCE, ITALY

● **BA**, Graphic Design

AMERICAN UNIVERSITY

FOCUS: print design, packaging design, identity and branding, interactive design

2008–2012 | WASHINGTON, DC