



Experience

Creative Designer, Flume
2023-2024

I have been working with Flume, a fiber internet service provider, in a complete overhaul of their branding. This has included designing and animating elements for their website and app, as well as creating a variety of print assets and marketing materials for a national audience.

Motion Graphic Designer, Short Order
2017-2022

I worked on a variety of projects for Short Order, a production house in Wilmington, DE. I was responsible for producing graphic design and animated segments for a number of Short Order's clients.

Creative Designer, Freelance
2013-Present

I have been freelancing as a designer for over a decade, and have worked with multiple agencies to create graphic design and animated content for industry conventions, independent film, Youtube, and more.

Education

MA in Digital Art, Goucher College
2011-2013

Skills

Adobe
Photoshop, After Effects, Illustrator

Design & Animation
Blender, Figma, Canva, Procreate

- Animation (Full Pipeline)
- Digital Marketing & Branding
- Print Design
- Art Direction
- Social Content Creation
- Video Editing
- Audio Mixing
- Post-Production

Volunteering

Host, CRUX Climbing
2024-Present

I am one of several volunteer hosts for CRUX Climbing, a nonprofit dedicated to expanding access to rock climbing for the LGBTQ community.

Misc

Contributing Illustrator, Inherent Magazine
2020

Assistant Event Producer, OpenBracket
2017

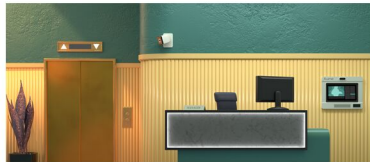
Contributing Illustrator, The Enthusiast
2015

Flume Internet

This fiber internet provider brought me on to completely overhaul their marketing campaign. With an emphasis on playful, inviting cityscapes, I created headers and animated elements for the Flume website, full-page concepts for Flume's print collateral, and an exhaustive collection of graphic assets.



Flume Internet, Digital Campaign



Flume Internet, Digital Campaign



Flume Internet, Digital Campaign (Icons)



Flume Internet, Digital Campaign (Sidebar Variants)

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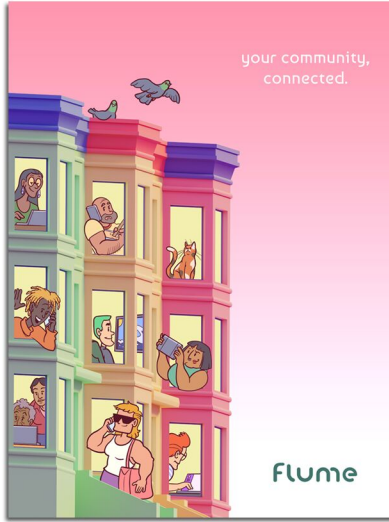
Flume 1000
\$50/mo

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Flume Internet, Digital Campaign (Social Variants)





Brochure Front



Sell Sheet



BOMB CYCLONE

A JOURNAL OF ECOPOETICS

ISSUE ONE • JULY 2018

Bomb Cyclone

I was responsible for creating all of the graphic assets for Bomb Cyclone's digital campaign. An online poetry journal, the design focus was on developing imagery that was at once academic, but also evocative of the beauty of the natural world.



BOMB CYCLONE

CALL FOR SUBMISSIONS: **SPECIAL AUDIO ISSUE**

Bomb Cyclone seeks submissions for our fifth installment, a special audio issue highlighting **sound and silence** in contemporary ecopoetics. Witnessing global silencing of ecosystems during the ongoing mass extinction, our aim is to decenter visibility/textuality and promote close listening as ecocritical praxis. We encourage readers to submit new sound-based media along with textual or visual transcriptions.

Submissions will be open until **May 15**.

For detailed submission guidelines, visit
[**bomb-cyclone.com/submit**](https://bomb-cyclone.com/submit)

BOMB CYCLONE

ISSUE FOUR

There are no pictures of this place just landscape
traced in gray and signs that warn
the old sit in the village stiff necked & tight in the lung
off to the side the young play backgammon
toss the dice for luck: *there's nothing to be had here*
except the view of the river's rise into the mountains
greenhouses scattered fruit trees scarlet over the meadows
beyond them the BORDER no-man's-land militias
everything ends here, even our view
we close our eyes and return
to the village to the others behind us wind sweeps

Andra Schwarz, trans. Caroline Wilcox Reul,
from In the morning we are glass

BOMB CYCLONE

ISSUE FOUR

"All the lines that had
been drawn had gotten
erased.

All the mayors were dead,
since before the fire, so
the field kept on burning."

Luciana Arbus-Scandiffio,
Today I Saw a Car on Fire!

BOMB CYCLONE

ISSUE FOUR

"Outside
hustling bodies
and the rain
I lost the device
long dreamt
could capture"

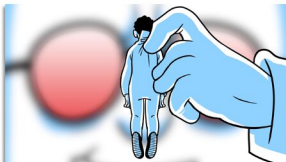
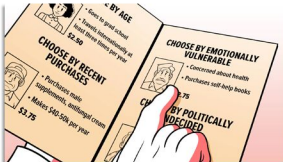
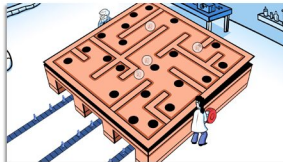
Trish Salah,
Gemmayeze

DuckDuckGo

I was responsible for the design and production of a number of spots for DuckDuckGo, the internet privacy company. Collaborating closely with the client, we settled on an illustrative look with a bold and minimal color palette.



DuckDuckGo, Digital Campaign



DuckDuckGo, Digital Campaign (Storyboards)



Odds n' Ends

The following is an assortment of samples from smaller projects I've worked on. They all vary dramatically in scope, but are all representative of my design process.



Second-order prompt engineering involves teaching a large language model how to respond to a question type. The more questions of a specific type you feed a model, the better it will understand how to deal with that specific question type – but it will become **worse** at fielding questions that **aren't** of that type.

For example, if you train a model on art history questions, it will get better at answering art history questions, but begin to think all questions are art history questions.

User: "When did Rembrandt live?"

LMM: "From 1606 to 1669."

User: "How do I cook an egg?"

LLM: "Here is a famous painting of an egg."



User: "How do I cook an egg?"

Meta Modality: "What is this question related to?"

Art History: 2% confident
Cooking: 98% confident

Meta Modalities solve this problem.

Meta Modalities analyze a user's question and return a confidence score that the question is of a specific type. Depending on the score, the question will then be sent on to a LLM trained to respond to that question type.

ART HISTORY LLM

COOKING LLM

User: "When did Rembrandt live, and how do I cook an egg?"

Meta Meta Modality: "Let's break this question down a little."

MM 1: "When did Rembrandt live?"

MM 2: "How do I cook an egg?"

Meta Meta Modalities break down user questions further if the user question is overly complex or asks multiple things at once.

ART HISTORY LLM

COOKING LLM

LLM: "Rembrandt lived from 1606-1669, and you cook an egg in a pan."

Yes, we know it's a little confusing.

User: "How do I cook an egg?"

LMM Trial Response 1: "In a pan over high heat."

LMM Trial Response 2: "From 3 to 8 minutes, *in a pan*."

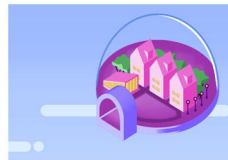
LMM Trial Response 3: "In the french style."

LLM: "In a pan."

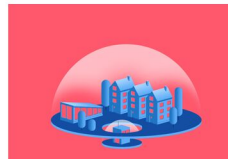
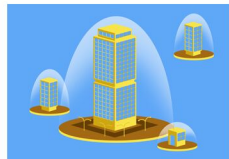
To better ensure that a trained LLM will generate responses that are valid and appropriate, **Means Regression** is used. This has the LLM generate a few different responses to a user question - with varying levels of computational randomness - and delivers the answer that most often turned up among the generated responses.

This can be thought of as the LLM running a **series of trials** and picking the most oft-produced result.

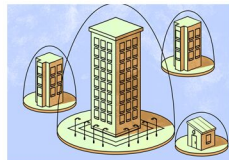
Variant 1



Variant 2

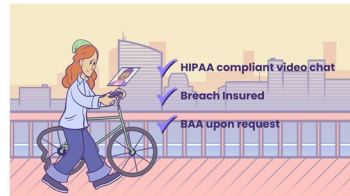
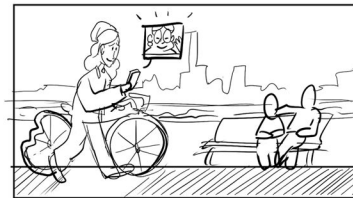
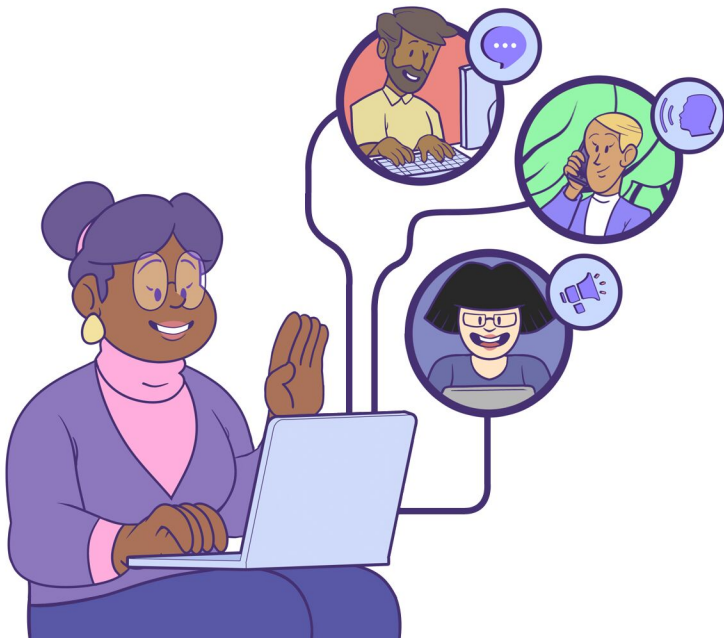


Variant 3





Markee Telehealth, Digital Campaign





CATTYDONNELLY.COM