



Portfolio

Mia Bookstaber

**Selected Works
2023-Present**

**Multi-Disciplinary
Design**

2025

About Me



Mia Bookstaber

Multi Disiplinary Design Student

Address : Salt Lake City

Email : miabookstaber@gmail.com

Education

Expected Graduation Year May 2027

University of Utah, Salt Lake City

Graduation Year 2024

Skyline High School, Salt Lake City Utah

Experience

Feb 2024 - Current

Old Cuss, Graphic Design / Social Media Marketing

Jun-August. 2024

Digital Reach Agency, Intern, UI Design / Branding

November 2023 - Current

Lassonde Studios, Graphic Design / Marketing



Award

2024 Studio Design Award

University of Utah Des 3510 Design Product Studio
Fall 2024

A character I designed and rigged in Blender



Skills

Adobe Illustrator

Vector graphics, branding, and illustration.

Adobe Photoshop

Photo editing, compositing, and digital art.

Adobe InDesign

Layout design for print and digital media.

Rhino

3D modeling, Rendering, 3D Sketches

Adobe Premiere Pro

Video editing and storytelling.

Adobe After Effects

Motion graphics and animation.

Figma

Wire framing, UI/UX design

Blender

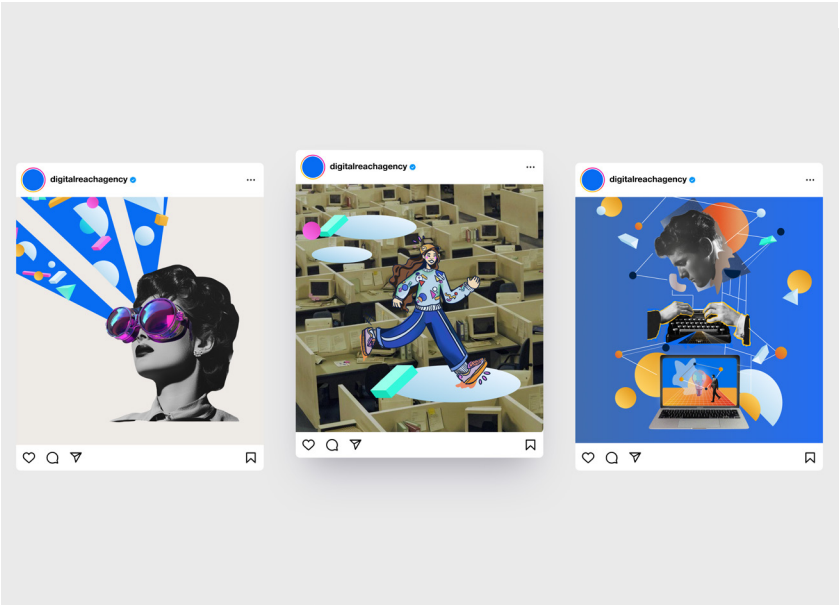
3D modeling, texturing, and rendering.

Digital Reach Internship

Digital Reach Agency

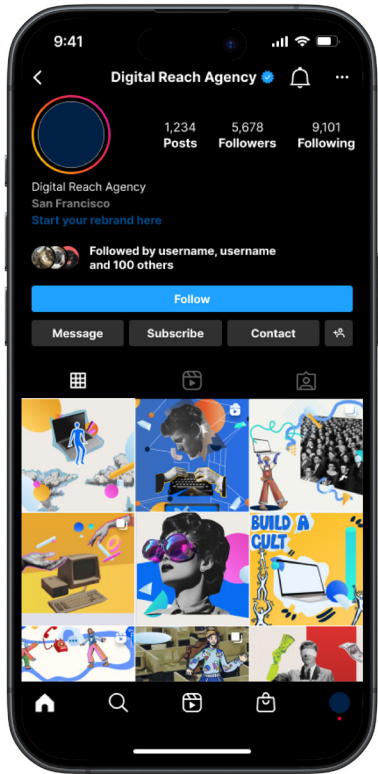
Designed engaging social media content aligned with brand identity. I collaborated with the Creative team, refined designs through feedback, and contributed to an internal re-brand proposal. I gained hands-on experience in branding strategy, client engagement, and professional design workflows.





Tech Stack

- Figma:** For designing and proto-typing
- Adobe:** Graphic design
- Asana:** Project management
- Slack:** Team communication
- Sprout Social:** Social Media management



- Color**
Bright color palette using primarily blues and yellows
- Collage**
A mix of illustrative designs and photographs
- Shapes**
Using shapes to highlight the DRA transformations



Zine in collaboration with Grace Miley

Object + Play

Poster and Zine Design

I designed a poster and zine for an art gala, translating the artists' work into a cohesive visual identity. The show organizer wanted an illustrative feeling of play for their designs.

Worked with the creators to represent them and their work in a Zine through stylistic illustration and significant color choice.



For the poster, I started with Procreate sketches, refining them in Illustrator to create clean, high-resolution illustrations. The design balanced hand-drawn elements, clear typography, and event details, ensuring a visually engaging and informative layout.

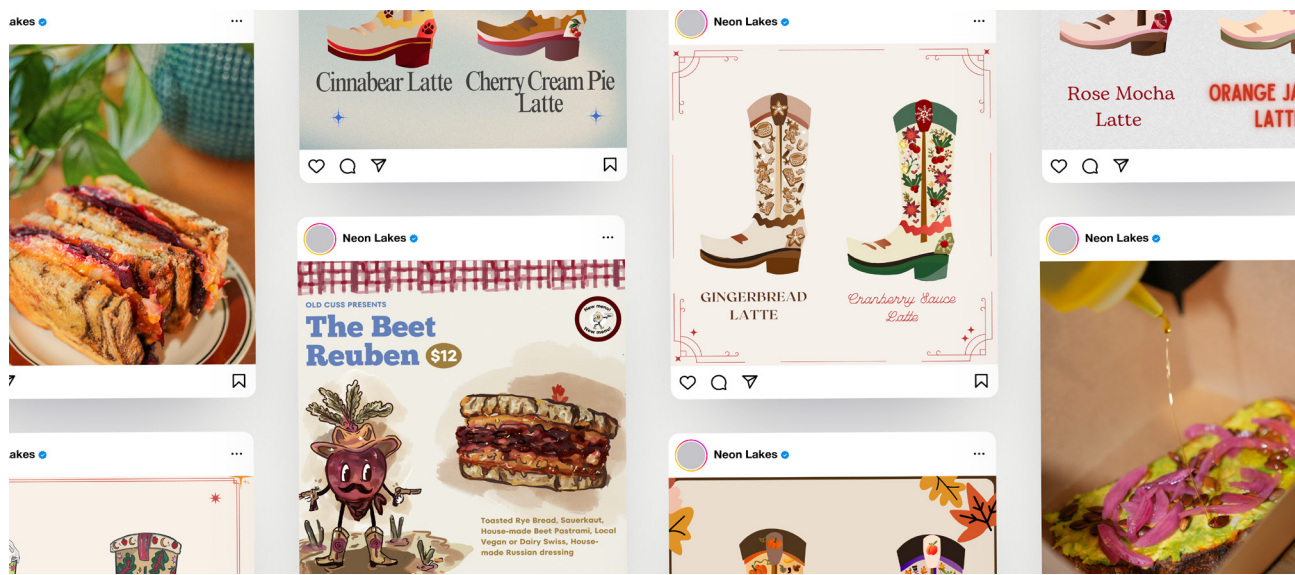




Branding- Old Cuss Café

359 W Pierpont ave, Salt Lake City Utah

I've worked closely with Old Cuss Café, a quirky Western-inspired spot in Salt Lake City, to develop a distinct and playful brand identity. For their re-branding, I designed a mix of 1950s-inspired characters, cartoon elements, and hand-drawn sketches, capturing their fun, offbeat personality. This style extends across menu designs, stickers, event posters, and an outdoor menu, all crafted to reflect the café's unique charm.



@oldcusslc

One standout project was the Drinks of the Month series, where I illustrated cowboy boots to showcase featured beverages—blending their Western aesthetic with a fresh, engaging approach. I've also contributed to photography and promotional materials, ensuring a cohesive and inviting brand experience.

This collaboration showcases my ability to build strong brand identities, create engaging illustrations, and design across both digital and print formats.

International Rescue Committee

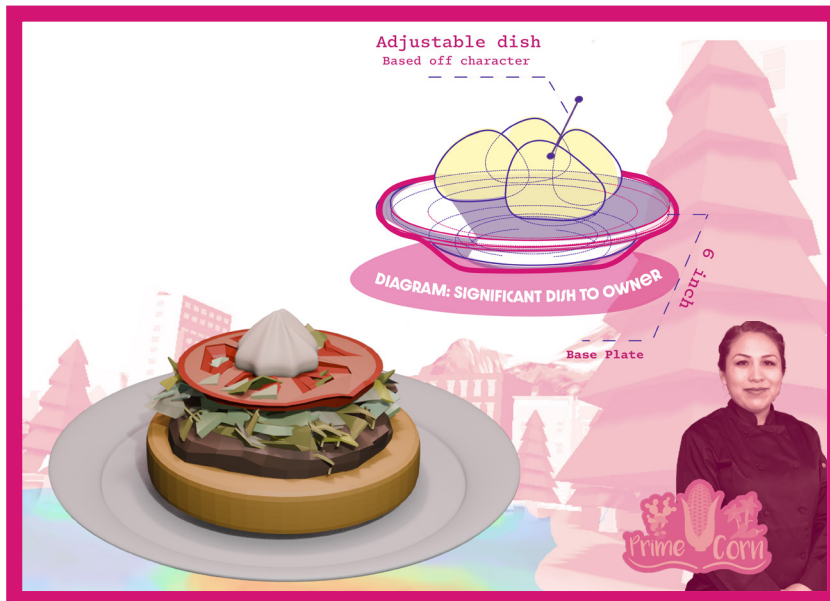
Digital Dish Diplomacy

Juniper City- A VR Game

In collaboration with the IRC Salt Lake City and the initiative Spice Kitchen on 9th, I explored how digital representations of food could act as meaningful tools for connection and empathy.

Through this lens of Gastrodiploacy, I developed three guiding principles to inform both game design and collaboration

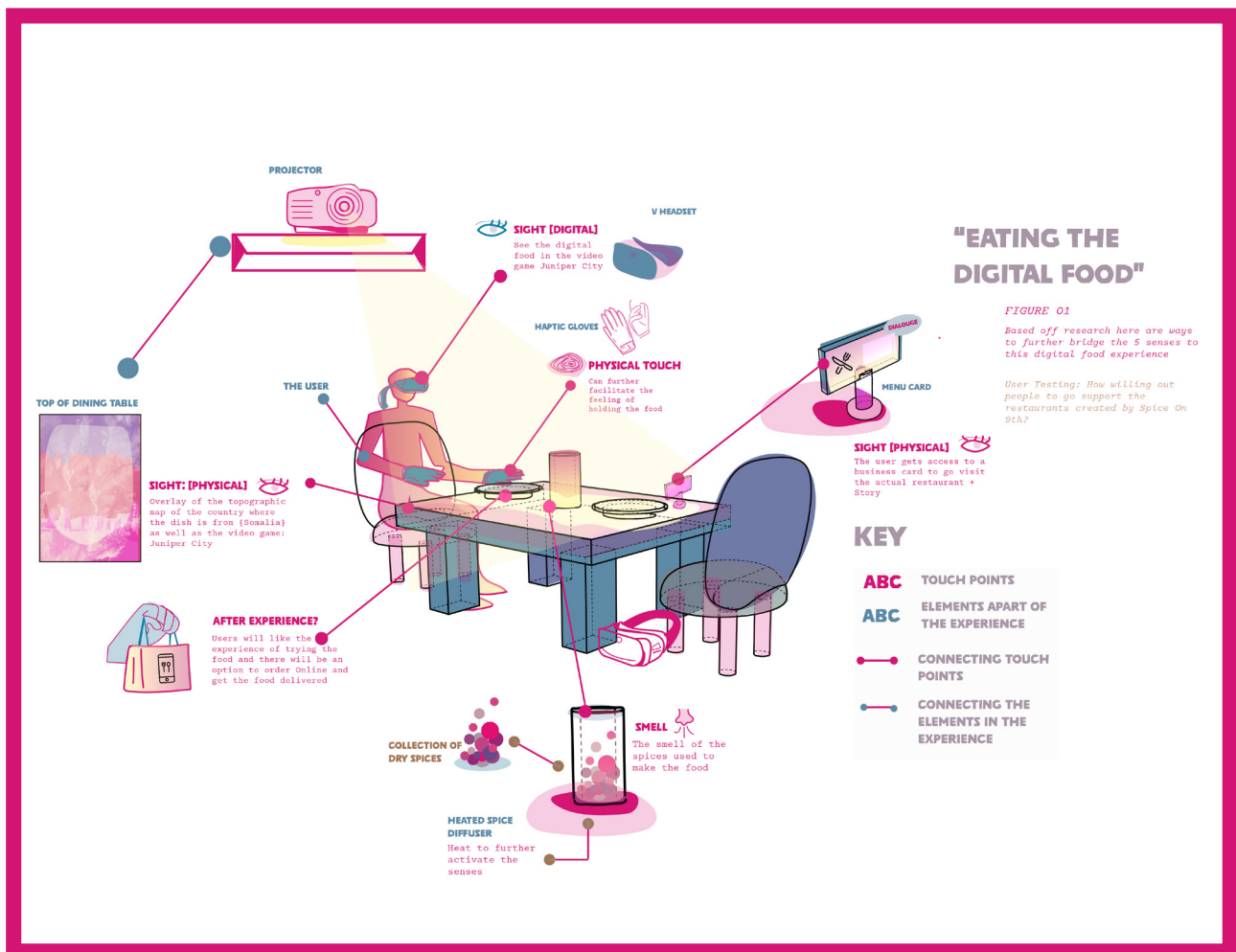




Process

1. Respect Authenticity
2. Avoid Generalizations
3. Celebrate Personal Stories

I then conducted a case study with Chef Wendy Juarez of Prime Corn Kitchen to get her insights into the project/ develop prototypes.

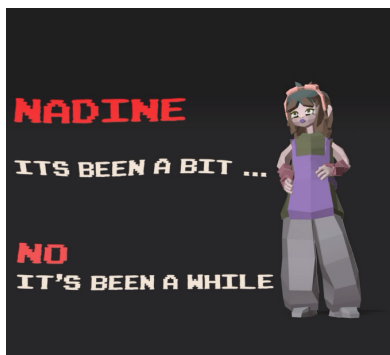


Barriers



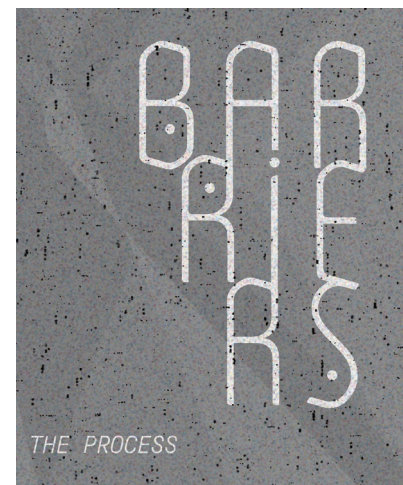
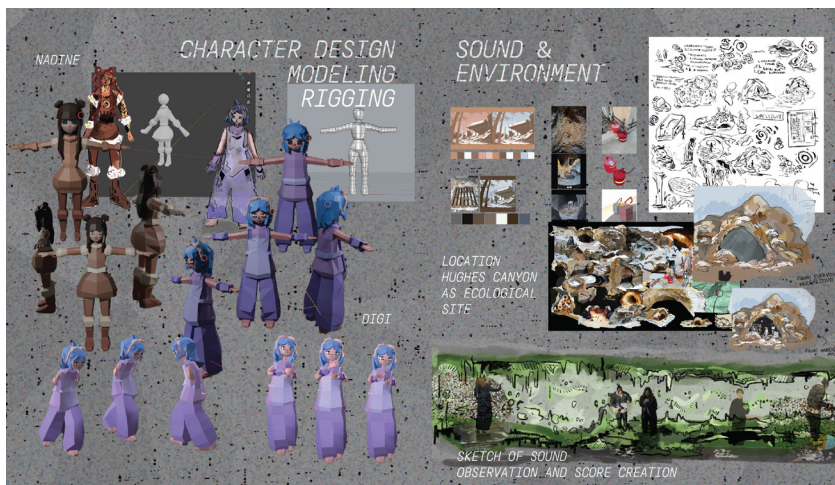
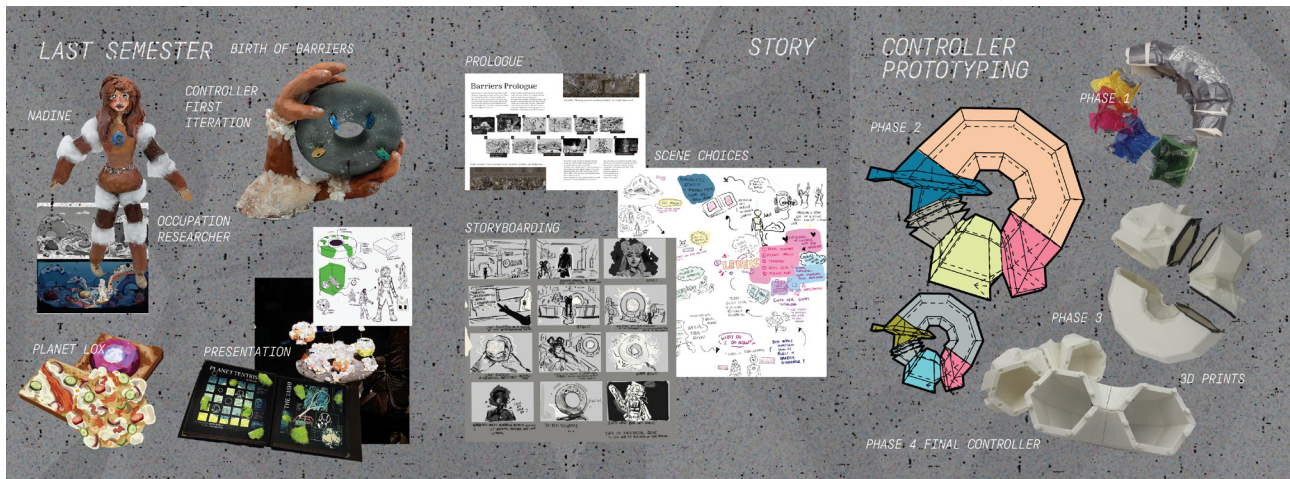
A Video Game Concept

Over a year-long world building project, I collaborated with Grace Miley and Benjamin Davie to create the early stages of a video game. We used Blender, Arduino, Unity, and the full Adobe Creative Suite to build a strong foundation for future development



Clip From Animation





What I contributed:

3D rigged models, Animated Videos to be played in game, 3D game objects, Storyboards, Sketches, Prototypes and story



Posters for various associations



Models made of clay from Studio Class of The Bagel Universe



Contact

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