

RAINA KHALID

Visual Artist & Designer

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EDUCATION

Parsons School of Design, The New School — New York, USA

BFA Illustration, Minor in Fashion Communication (2022–2026)

Student Representative, Illustration Department

Manager, Parsons Illustration Table — Museum of Comic & Cartoon Art Festival

University of the Arts London, Camberwell College of Arts — United Kingdom

Short-Term Study Program (2025)

PROFESSIONAL EXPERIENCE

Media Studies Department Assistant — Amir Husak — Parsons School of Design, New York, USA (2025–Present)

- Production support for film and media projects, including editing and post-production in Adobe Premiere Pro
- Design and illustration assets for screenings, presentations, and course materials
- File organization, research, and technical preparation for classes and talks

Freelance Illustration & Graphic Design — API & Mahpara — Brooklyn, NY (2024–Present)

- Custom illustration and graphic design for independent brands and creative projects
- Collaboration on visual direction and conceptual development

Fashion Journalism & Graphic Design Intern — Grazia India — Mumbai, India (Jun–Aug 2024)

- Writing and research for fashion and culture features
- Editorial layout, visual storytelling, and campaign design across print and digital

Communication Design Department Assistant — Ben Denzer — New York, USA (2024–2025)

- Photoshop production, retouching, and visual experiments
- Research and documentation for communication design initiatives

Fashion Design Intern — Vikram Phadnis Atelier — Mumbai, India (Jun–Aug 2023)

- Supported garment construction, sewing, sketching, and styling
- Assisted production teams with fittings and pre-runway organization

Design Intern — Antarctica Global — (Mar–May 2023)

- Product design concepts, 2D illustration, and creative research

Backstage Production Assistant — New York Fashion Week — New York, USA (Feb–Mar 2021)

- Wardrobe preparation and runway show flow support

SKILLS

Software: Adobe Photoshop, Illustrator, InDesign, Premiere Pro, Figma, Procreate, Nomad Sculpt, Blender

Traditional Media: Watercolor, acrylic, ink, pencil, mixed media, textiles, printmaking, sculpture

Design & Illustration: Character design, editorial illustration, typography, branding, storyboarding, environment design

Additional: Photography, sewing, research, communication, video editing, motion graphics