

WORK EXPERIENCE

Ultra PRO

Production Artist | April 2021-Present

- Utilize Adobe programs such as Photoshop and Illustrator to create various packaging collateral for flagship products (card sleeves, deck boxes, figurines, posters)
- Develop key design schematics (packaging & product dielines) to iterate across assorted merchandise (playmats, deck boxes, binders)
- Lead Illustrator for recreating and reconceptualizing third party licensed characters in playful ways (Magic The Gathering, Dungeons & Dragons, Pokémon, Fallout, Final Fantasy)
- Create original character concept sheets and patterns associated with world building to adhere to various licensor guidelines / style guides
- Facilitate workload to contractors/designers to maintain large SKU capacity and ensure timely production
- Create new documentation systems to help manage and keep track of projects for various departments
- Project manage multiple tasks by initiating kick off meetings, understanding product launch schedules and coordinating with other team members to complete tasks

CGETC

Graphic Designer | Nov 2020 - March 2021

- Managed company branding by maintaining and updating digital and print assets (Amazon, Word Press)
- Created Marketing components with provided elements or designed new items based on brand guidelines
- Tested products to understand functionality and documented for product descriptions
- Photographed products and adjusted for online retailers (color correction, compositing)
- Maintained all digital assets within company server

Colosseum Athletics

Graphic Designer | Feb 2019 - March 2020

- Created marketing assets based on various collegiate guidelines
- Designed in-store mock ups for partnered vendors
- Manipulated photos to create concept merchandise and/or final products for print collateral
- Maintained 4 catalogs by dictating layout formats and optimizing for print production
- Improved social media engagement for collegiate partners by creating unique graphics for school events

4 Seasons General Merchandise

Graphic Designer | June 2018 - Feb 2019

- Created brand guideline to use as a template for print and digital items
- Designed large scale print formats to promote new products and upcoming sales
- Consistently managed and organized company website to showcase old and new products
- Developed social media presence by creating content timeline
- Oversaw and managed a team of two for copy writing and social media engagement

SKILLS

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|---------------------|----------------------------|------------------|
| ■ Adobe Photoshop | ■ Procreate / Illustration | ■ Product Design |
| ■ Adobe Illustrator | ■ Blender | ■ Photography |
| ■ Adobe InDesign | ■ Canva | ■ Typography |

HOBBIES

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|------------------------------------|---------------------|--|
| ■ Reading (Sci-fi, Fantasy, Manga) | ■ Doodling | ■ Crochet |
| ■ Archery | ■ Roller blading | ■ Video games (JRPG, Sand-box, farm-sim) |
| ■ Hiking | ■ PoGo / Pocket TCG | ■ Bullet journaling / scrapbooking |